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TOTAL is the UK's biggest independent mag for Nintendo gamers.

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EUROPE'S BIGGEST INDEPENDENT MAGAZINE FOR

Total news

Shock announcement from Project Reality, Madden on the GB and NES, Plus American and Japanese news.

Previews

TOTAL is always first with the hottest previews. So, erm, think about the future.

Games reviewed this month

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Letters

The pages where you - yes you can get virtually anything off your chest. Deep breath now.

TOTAL Recall

Every game we've ever reviewed plus the top ten fantasy games.

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TOTAL world to home the bacon. W exclusive look at Nin **HQ**, visit Konami, interview Shigeru Miyamoto and tell y all about gaming Japan



We meet the twisted mind came up with this bizarre gan

SUPER NES GAME BOY NES

For the total Nintendo picture, we're all you need!

Choplifter III



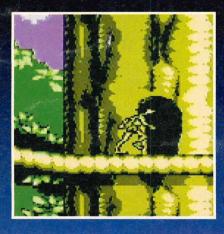
The chips are down. the hostages are trapped and it's all down to you. Can vou rescue vour mates from almost certain death?

Metal Marines

Strategy-type games are all tedious, right? Wrong. Metal Marines is fast. frantic and could just be the war game action-heads have been waiting for.



The Jungle



Disney's most popular film swings into action on the NES. Virgin prove the 8-bit can still turn heads with this glorious game, Lush backgrounds and superlative animation. So, what are you waiting for? Like, get with the beat, baggy.

Wario Land

Say hello to Nintendo's stunning new Wario game. The bad boy is back on the GB!





TOTAL Tactix

Once again we bring you a massive Tactix section, featuring three pages of tips and cheats, your questions and our answers and codes for your cheat carts. We've even chucked in a couple of solutions.



Flashback In the final part of our TOTAL player's guide we show you how to kick those nasty Morphs where it really hurts.



Link's Awakening Part 378 of the never-ending solution. Just kidding. This is part six, and in just one more month you'll have the lot.

This month, Nintendo make a welcome announcement about the from US and Japan. TOTAL news – gives you the best information.

Project Reality is cart-based

Nintendo have finally ended months of speculation by announcing that cartridges will be the storage format for their Project Reality machine. Is this a wise move? Everyone else is investing heavily in CD formats. Do Nintendo know something the others don't? Is this the end of Project Reality, or a masterstroke in hardware development?



es, as Sega announce delays and high prices for their much-vaunted Saturn system, Nintendo have disclosed that Project Reality will use huge, 100+ Meg carts, similar to those found on Neo Geo systems. The good news is that the carts will be approximately the same price as existing Super NES cartridges – and fifty quid for a 100+ Meg game is quite a bargain. This also means that access times will be incredibly fast, with no CD lag and none of the problems associated with that format.

Nintendo have also hinted that Project Reality will gain a CD add-on soon after its launch. This is good news in terms of timing, but it also means that compact discs are viewed by Nintendo as something of a novelty, rather than an essential storage medium.

Sega have already attacked this announcement, although rumour has it that they themselves are working on a cart-based version of their Saturn machine, code-named Jupiter. Perhaps they realise that CD technology is limited, too.

Project Reality is still scheduled to hit the shops in 1995 with a price tag of around \$250. It should arrive about the same time as the Saturn – and that'll cause trouble in the high street. 1995 is shaping up to be a very interesting year.

World Cup fever starts here

he World Cup, eh? What a load of rubbish, I didn't want us to qualify anyway, it's stupid. The best teams never make it. Er, where was I? Ah yes, we might not be going to the USA this year, but we can still enjoy the world's greatest football tournament thanks to the bevy of World Cup games which are due to be released in the very near future.

The first ones in the pipeline are World Cup USA '94 from US Gold and Kick Off 3 from Imagineer. Details are a little hazy about World Cup USA '94, but we do know that it will have 16 player squads for each of the 24 teams, 3 difficulty levels, changeable teams and loads of options to customise the whole event. Kick Off 3

World Cup Striker won't hold much appeal for people who already own the original, but Striker game virgins will certainly get their money's worth. We'll have a full review very soon, so watch this space. features some neat horizontal-scrolling and rock-hard gameplay. Should be interesting.

This summer should also see the release of Elite's World Cup Striker on the Super Nintendo and Game Boy. It will basically be an updated version of the old Striker game. New features for the World Cup edition include a battery back-up facility, a new look penalty sequence and a simultaneous five-player option using the Super Multitap.

How it will fare on the handheld remains to be seen. The Game Boy hasn't done very well in the footy stakes to date, with iffy conversions of the classic titles, Sensible Soccer and Kick Off. Hopefully, Striker will survive the

transition to 8-bit and give the Game Boy the footy game it deserves.



The six-a-side, indoor game has been tweaked a bit, and is now even more fun than before.

Space Invaders

nbelievably, Taito are planning to bring out the original arcade version of Space Invaders on a new Super NES cart. Now, I know nostalgia freaks will lap it up, but it'd probably be cheaper to buy a second-hand arcade machine (complete with fag burns and coloured cellophane across the screen) than it would be to fork out for this. Whatever next, Bagatelle for the Game Boy?

Details are a bit sketchy at the moment, but with any luck, this should have loads of different Space Invader games built-in. If it doesn't, then this is a very sad day for the computer and video games industry. Would you pay fifty big ones just to play an archaic coin-op? Nope, didn't think so somehow.

shape Project Reality will take and there are strange rumblings There is no alternative. Well, not a good one, anyway. Honest.

Madden-ing news

ep, one of the best sports games around on the Super NES, or any console for that matter, is being converted to the NES and Game Boy. French software house, Ubi Soft are developing the American football game for both formats and, while things are still at

an early stage, both games are looking surprisingly good.

Superficially, the games are like the popular American Tecmo Bowl series, with a side-on view of the pitch and fairly small players. There's an impressive roster of plays and formations in both the Game

> Boy and NES versions, and we can't wait to see more of these games. In the meantime, take a look at these exclusive pictures.

We can't wo of these meantime, these exclusions are the version looks pretty special already.

8-bit footballing fun for yankee sports fans. Let's hope it plays as well as it looks.

sports channel and from the looks of things, it's about to dabble in the SNES market, too. The new ESPN licenced games are Baseball Tonight and Sunday Night NFL. Now, there are already quite a few baseball and American footy games on the market, so these'll need to be a bit special to stand out from the crowd. Sunday Night NFL has all the league's teams as

Sunday Night NFL has all the league's teams as well as TV features like match highlights and postgame reports, but it'll need accurate gameplay, if it wants to beat Madden. Baseball Tonight promises the same TV style features, but we've yet to see how it plays (and whether it can make baseball interesting to your average player).





Not us. Girls can play anything they want.



Except marbles. They're rubbish at that.

Street Fighter II CD

o, not that sort of CD. We're talking about the musical variety. The World Warrior is a new rap/dance record that uses samples and tunes from SFII as the basis for its tracks. It's got six different edits on the

CD single and it is indeed, rap. (Or was that crap?) To be honest, it's not even in the same league as the crummy Mario single that made a brief showing the charts a couple of years ago.

If you can stand another SFII product, you might want to check out the new SFII Turbo strategy video from Capcom. The video teaches players how to use the characters to maximum effect and how to master the special combos. But don't rush down to Smiths just yet, because the vid's only currently available in the US.



Boom, shake the dragon Punch.

Hotel Mario

here's a new Mario platform game on the way... And – get this – it's not on any Nintendo machine! Hotel Mario is a simple, single screen platformer designed especially for the Philips CDi. This



Mario on CDi? Surely not! Mind you, they've already had Zelda.

latest exploit heralds a return to the long-gone days of Mario Bros. and Donkey Kong.

The Koopas have set up loads of hotels and Mario has to run around the levels taking out all the Koopas and Goombas while trying to shut every door in the hotel. There's even a simultaneous two-player mode, where the second player can control Luigi. It looks like good fun and, who knows, the marketing bods at Nintendo may even decide to release it on the Super NES one day. Well, you never know!

Yogi Bear

marter than the average bear, eh? So how come Yogi doesn't have a shirt to go with his collar and tie? And what about something below the waist, while he's about it? Still, he's got one thing right – a move to the Super NES.

Set in a platformesque Jellystone Park, Yogi has to warn Ranger Smith about a secret chemical factory which is under construction somewhere in the vast park. To be honest, it looks just like every other platform tie-in, but only a full review will decide if it's a real boo-boo!



Yogi sprites leap and run on this early development shot.

NAY OUT WEST



Neil West, TOTAL's laid-back, American reporter, returns with all the latest Nintendo news from the good ol' US of A.

The Mega Man TV

Capcom are proud to announce that Mega Man, the star of approximately 18 squillion NES and Game Boy games, is all set to star in his own cartoon series. With Street Fighter II, Double Dragon and Mortal Kombat movies currently in

production, and Sonic The Hedgehog, Bubsy The Bobcat and EA's Mutant League charac ters also undergoing the TV series treatment, Mega Man is certainly in good company.

You never know, some woefully misguided TV company may decide to make a TOTAL movie, but who would play Frank? My money's on John Candy... (Do they have P45s in America, Neil? – Frank). As I was saying, I reckon John Candy would know someone handsome enough to play Frank. Ahem

Kung Fu: The Legend

Sunsoft have bagged a deal to bring Super NES players the game of the TV series Kung Fu: The Legend Continues. Sensibly, they've decided to base the gameplay on the action sequences of the show, rather than the typical staringinto-candles-for-days-at-a-time type stuff. And so gamers can expect another beat-em'-up. Hoo-bloody-ray!

There will, however, be a token nod towards the plot of the TV show, with the game following the story of Kwai Chang Caine (the Shaolin priest) and his son Peter as they battle the evil Tan. Due out this summer...

Beavis And Butt-Head

These two characters have caused more outrage, debate, argument, protests, adoration and controversy in the USA over the last six months than all the presidential scandals, Madonna videos and Melrose Place episodes combined. The animated stars of their own MTV series. Beavis And Butt-Head are currently the big thing in the US. And now it's coming to a Nintendo system near you.

Viacom are the company developing the game (they're also - spookily enough - the parent company of MTV) and they promise a game very much in the spirit of the TV series. It's due out this autumn. You have been warned.

The Flintstones: The Treasure Of Sierra

Fancy being the Grand Poobah Of The Loyal Order Of Water Buffaloes? Well, according to Taito, Fred Flintstone does. Cue a rather dubious plot where the players must help Fred and Barney find the treasure needed to secure his dream job. Very bizarre. Due for release on the SNES later this year.

Shaq Fu!?

Shaquille O'Neil, possibly the most high-profile basketball player in the world today. Weighing in at over 300lbs and standing over seven feet tall, he's the ultimate slam-dunk machine. It should come as no surprise, then, to hear that Electronic Arts are about to release Shaquille O'Neil - The Kung Fu game. Eh? Yep, forget basketball. Shaq Fu is the proposed name of the game that looks set

to be as ridiculous in concept as Neil Armstrong's Attack Force Nine-Iron or Gary Lineaker's Mean Bean Machine. Evidently it's Shaq's own idea, and considering his massive frame, you can see why EA have agreed.

The story, which attempts to justify this batts-ass concept, runs something like this: While on tour with his basketball team in Japan, Shaq, who's flicking through an ancient martial arts book, is transported into another dimension. Hmm. Anyway, with

11 fighting characters and a whopping 24 Meg cart, Shag Fu is due for release in the United States this autumn. More news soon.



Yoinks! This is going to be the best SNES game ever, or I'll eat my bleeding hat.

Super Street Fighter II

Due to be shown for the first time at the Summer CES Show in Chicago, Capcom's third Super NES SFII game is rumoured to be a whacking great 32 Meg (32 Meg!) monster. If these rumours are correct, then this could be as near to arcade-perfect as any Super NES game has ever been. It'll also be guaranteed to put up a decent fight against...

... Mortal Kombat 2

alities are awesome

Acclaim's inevitable sequel to the smash-hit, Mortal Kombat, is due for release in September Blood fans will be disappointed to hear that Nintendo is firmly sticking to its no-gore policy, but sensible people will enjoy what promises to be a game way ahead of the original. If you want to get an idea of what to expect, go and check out the arcade version of Mortal Kombat 2. The babe



But it's still not as good as **Street Fighter Turbo!**

Marvers big

ust in case you hadn't heard, The Incredible Hulk is one of Marvel Comics' superheroes (and the star of a naff 70's TV show which reworked old plots from The Fugitive). He's also the latest of Marvel's stars to get his own video game.

Hulk has to fight through five platform levels defeating Tyranus,



The Hulk can't fly, can he? He's just green and big.

Absorbing Man. The Abomination and The Rhino on his way to a final confrontation with The Leader. (I never liked Gary Glitter, either).

Superheroes aren't exactly rare on the SNES, but we'll have to wait till June to find out if the Hulk really is incredible. As long as it's better than Captain America, we'll be happy.



Here we see the Hulk kicking someone's head-in.

BOW footbe

et another cartoon platformer, et another cartoon put I'm afraid. This one's based on The Hurricanes TV series - a forthcoming show which centres around the adventures of an international football team.



Shades of Soccer Kid? Only time will tell.



Platform fun for everyone! Hooray!

In the game, The Hurricanes have been challenged to a match by their arch-rivals, The Gorgons, and it's up to you to get The Hurricanes to the match on time. You control the team's players as they kick balls around the screen to flick switches and knock out enemies. Yeah, okay, it may sound like Soccer Kid, but you never can tell with video games.

Expect to see The Hurricanes show on television soon and the Super NES game sometime in June. Well, whaddaya know? That'll be World Cup time. What an amazing coincidence.

Motoroiking

ave you seen the Biker Mice From Mars cartoon on The Big Breakfast? It's a bizarre show starring three rodents (but that's enough about The Big Breakfast). Modo, Vinnie and Throttle are on Earth to stop Lawrence Limburger from stealing the Earth's soil. Oh dear, all sounds a bit too intentionally whacky and zany for my liking, but fans of the show might want to check it out when it arrives this Christmas. Konami are the chaps responsible.



Yes, it's time for 'zany' things. Oh dear!

it's a kind of magic...

"At last a serious rival to Zelda..."
- GAMESMASTER: 90%

SUPER ACTION: 89%

"The only real pretender to the Zelda crown" - TOTAL

SNES FORCE: 93%

Meetwood

A host of evil creatures has besieged this once pristine land. From his underground palace, the Shadow King is directing his minions, the Meanies, to infiltrate, corrupt, and destroy all things of beauty. The Shadow King is winning; all in the land will soon quiver from his vile gaze.

Swept away by a raging river while trying to save a beautiful maiden, Young Merlin finds himself in this enchanted land. As he explores, he discovers the Shadow King's hideous plot. Armed with an arsenal of magical objects, Merlin enlists the help of the Lady of the Lake to vanquish the Shadow King's evil minions. It will take all Merlin's cunning and skill to penetrate the Shadow King's defences and crush him for ever.

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INTERACTIVE

entertainment









WAY OUT EAST



Super Deformed Golden

No straight up, that's what this game's called – Super Deformed Golden Fighter. It is, as if you hadn't guessed, yet another Japanese beat 'em up with colourful Manga graphics and lots of silly characters. It looks a cut above the average beat 'em up and it has some great-looking special moves. Best of all though,

you can choose a griffin (mythical liony-birdy type beastie) as one of your fighters. Sounds interesting.



Oh no! Not another Mangaesque beat 'em up.

Return of Turrican

Turrican's a real, old work-horse of a game. The platform blaster began life on the Amiga six years ago. Since then it's appeared on the Super NES and NES - it's even appeared twice on the Game Boy, once as Turrican and again under a thin disguise and the title of Universal Soldier. Every Turrican game's had the same sprawling levels and directionless gameplay, but this new SNES sequel looks to be more akin to the phenomenal Super Probotector. The graphics have improved and the special effects are well up to scratch. Don't look for the game till the autumn, though.



Better graphics, but how does it play?

Fatally Yours

Now here's something that looks a bit special Fatal Fury 2 on the Game Boy. One of the better Street Fighter II clones around, FF2 on the Super NES was good fun and a very creditable conversion of the Neo Geo original (TOTAL 26: 78%). All of which makes its debut



Kick, punch, kick some more. And jump as well.

As though our humungous nine page Inside Nintendo feature wasn't enough, here's another dose of odd Japanese happenings.

on the Game Boy look even more impressive. All 12 characters and bosses are in there. They've also managed to include all the moves and backgrounds. Graphically, it looks superb and, from what we've heard, the gameplay's just as good, too.

Cleverly, you can deliver punches and kicks of different strengths by adjusting the length of time you hold the fire button. The game gets its Japanese release in March and it's well worth tracking down at a friendly import shop.

Return of the Rivals

The Peace Keepers is the latest game in the Rival Turf series, and it looks as if it's going to add a whole load of new features to the Double Dragon/Final Fight style of games and about time, too, if you ask us. There are four characters to choose from and, as you meet up with other fighters, you can opt to play as them, as well.

The game's story unfolds differently every time you play it, offering you changing levels and a little more freedom to explore. In addition to the two-player option, there's also a simultaneous four-player mode, but it's not the full game. Instead, the four players simply fight against each other in a battle royal.

Retro revival!

The spookiest news from Japan was that the Famicom (the NES in this country) sold over a million units this Christmas. There are a couple of reasons for this. Apparently the Japanese love the new shape and the machine is dirt cheap. Around twenty guid a throw. Not bleedin' bad.

Perhaps the most important reason though, was a game called Final Fantasy III. Apparently, this is the most successful game on the 8-bit machine since Super Mario Bros. 3.

This rather strange anomaly has meant that many companies, who had previously given up on the 8 bit machine, have started gearing up for more NES releases. And the good news is that the new-look Famicom might even get a release in this country.

The problem with the new 8-bit Famicom is that it comes without a power supply or a TV lead. Still, you can use the power supply from your Jap SNES and the SNES multi-out lead, so that shouldn't be too much of a problem. Doesn't it strike you as bonkers, though, that Nintendo are encouraging people to downgrade to the 8-bit again after all this time? It could only happen in Japan - and indeed it has. They're bonkers, simply bonkers.



Is this the saviour of the 8bit? Could be.

Big in Japan

Wide ranging earth tremors were reported recently in Tokyo. Authorities were quick to dispel rumours which claimed the quakes were connected with the arrival of Frank O'Connor, but sales of haggis and kilts did increase tenfold at the time of the anomalies.

Atlantic crossing

wo top American games will shortly be making an official debut on the UK's shelves.

Battletoads/Double Dragon is the Super NES version of the cracking NES title. The good news is that the game looks identical to its 8-bit predecessor. Hopefully it will play better than the previous Super NES Toads game.

Side Pocket, a brilliantly playable pool game, is also rumoured to be



Hit the 'Super' ball and everything goes nuts!

A small black motorcycle as seen in the cameo of sequences of Side Pocket. Or something.

heading our way, but whether it'll be as good as Mindscape's Pool (TOTAL 23: 82%) is another thing entirely.

Expect reviews on both of 'em in the very near future. Like the very next issue of TOTAL.



Crikey! Now, here's a girl worth a two-ball plant!

ago wite zero

ero points for this one in the old timing department. When Winter Extreme finally comes out, the Winter Olympics will be long gone. Still, you might just be interested in this Mode 7 skiing game, which lets you try your hand (or is that knee) at downhill skiing, slalom, giant slalom and snowboarding. Dodge obstacles like ice and dirt patches, and steer through the gates to finish a course.

The course map reveals the true horror of the the length and twists of the ski run. Nasty! Very nasty!

Winter Extreme's Mode 7 looks highly impressive. In fact, James is so enamoured with its graphics, that he's been dragging strangers off the streets to take a look at it. The game itself, however, seems to be just another average isometric racer.



with a death-wish.

Barra SNES-as

he all-singing, all-dancing movie is set to arrive on the SNES in July, courtesy of those nice people at Virgin. The game's being programmed in the UK by Eurocom and TOTAL bobbed along to take a look at how it's developing. For an idea of the gameplay check out the NES and GB reviews in this issue, then double it! The graphics are spectacular, but let's just hope it's harder than Aladdin. Look out for a full review soon.



Mogli, or is it Mowgli, or even Magli? I don't know. Anyway, the jungle boy's in this game.

graham taylor not included!

"Virtual Soccer is the most rounded and playable footie game to date" - NMS: 93%

"...even better than Striker" - Super Play

... In my opinion this is the best footie game yet."-Super Pro

VERTUAL CER

VIRTUAL SOCCER is a footie fan's dream come truel More than just a game, it's designed to let you experience every aspect of this spectacular sport!

Just take a look at this

- A choice of three pitches: Top view. Side view and Flat view.
- An international selection of 24 teams that vary from super tactical to downright dirty.
- Detailed graphics and animations.
- A variety of formations to choose from.
- Variable weather and pitch conditions.
- Player injuries.
- · Realistic penalty shoot-outs.
- Intentional fouling.
- Five different referees ranging from blind to Spartan.
- Individual statistics including Kick Power. Stamina and Speed
- An after-match analysis.

Need we say more?

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Edwin Starr once sang, "Hold on, I'm coming" in a small nightclub in New Orleans. (Probably.) Strangely enough, that's also the song that our preview games would sing – if they had voices and lungs and stuff, instead of just few RAM chips and a wodge of plastic. Oh dear! I seem to have lost the thread again. Sorry. Where was I? Oh, that's right. The TOTAL previews section.

FIFA International Footba

For: Super NES

From: Ocean/Electronic Arts

Out: June

A top shot at goal from England. Obviously the realism isn't too great.



The graphics are certainly better than the Mega Drive version, but how does the gameplay match up? We'll wait and see.

ould this be the best football game yet?
Well, it's certainly got the right pedigree. Produced by EA, the same people who brought you the stunning Madden NFL '93 and NHLPA Hockey '94, FIFA International Soccer has already received much patting on the back from the Sega press.

Unlike the behind the goal point of view used in Striker and Sensible, FIFA has an isometric, 'camera angle' type perspective.

It also has bigger and more detailed sprites. There are over two thousand frames of anima-

tion for the players, so they naturally look pretty spectacular, especially as they go through some wholly gratuitous celebration ritual after every goal.

There are 40 international teams to choose from, all modelled on the real squads, and there are tons of options to alter team formations, strategies and playing styles. There are league, Cup and friendly matches and you can also have up to five players with a Multitap.

FIFA International Soccer will be out in June, just in time for the World Cup - and just in time to do battle with umpteen other



Boing! The ball comes off the post at incredible speed and the crowd goes wild.



The half-time report reveals a sad tale of naff play on both sides and a complete lack of any kind of excitement. Yep, it's footy all right.



Whatever you do, don't choose America, they're rubbish, except for that bloke out of Nirvana.

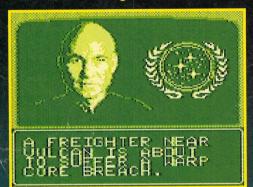
order of the day.

Star Trek: The Next Generation

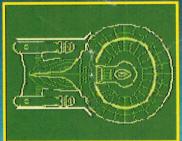
For: Game Boy

From: Absolute

Out: Now



Jeez! It's just one problem after another with these Federation types.



If you ask nicely, he'll raise the Enterprise's

S tar Trek: The Next Generation made the original, rubber-suited, 60s television series look comically dated, and the new Star Trek TNG game looks set to similarly embarrass the first Star Trek Game Boy title (TOTAL 10: 57%).

You play the part of one of the best cadets at Starfleet Academy, where you have to under go the Advanced Holodeck Tutorial. This is a training programme written by old pointy-head himself, Captain Jean-Luc Picard. It's purpose is to test your ability to command.

The Advanced Holodeck Tutorial puts you in charge of a simulation of the Starship

Sort out the ship's circuitry - are we having fun yet?



Eh? Frank usually gets time to put some make-up on before his photo's taken.

Enterprise, but you can't just jaunt around the cosmos willy-nilly. No, in order to succeed in your training you must complete a variety of different missions.

You give orders to the crew members covering every aspect of space travel - navigation, engineering, combat, transporters and sensors. The graphics successfully capture the feel of the TV show and, Romulan sabotage permitting, this should be a playable Enterprise sim. We'll have the full review next issue.

Dollucky

For: Super NES From: Imagineer **Out: Now**

izarre, strange and almost indecipherable at times... Yup, that's the Japanese for you. It's also an apt description of Dollucky Plays Baseball, a game which lets you play with squads of fluffy



Choose your preferred baseball field, indoor or outdoor.



Yes, this game is as hat-stand as it looks.



Mental characters and bonkers action ahoy

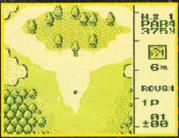
teddies, uppity chickens and blue bears. Oddness abounds here, as the game's presented, TV-style, by a stern looking Koala bear anchorman (Alan Partridge, he isn't). Thankfully, it's quite a playable game and the silliness of the thing only serves to makes baseball fun - wonders will never cease!



Catch the ball! Catch the ball! Catch the... Oh bugger!

Ultra Golf

For: Game Boy From: Konami **Out:** Now

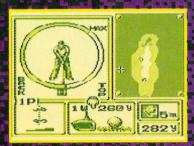


It's golf, but Konami programmed it, so it must be good.

he Game Boy laps up simple, playable games and Ultra Golf looks like the ideal handheld sportster. The game itself



Head for the green and putt to finish. It's all very golfy.



The user-interface is rather iolly and friendly.

is no more advanced than many a five year old golf simulation, but it's right at home on your little grey pal.

There are two 18 hole courses, a full golf bag of clubs and an easy to learn control system. There's also a two-player option

that lets you and a mate play a round together on the same Game Boy.

Graphically, it's fairly basic - the course is seen from a map view with an overhead close-up of the putting green. To be honest the gameplay is virtually identical to Nintendo's brilliant Game Boy Golf cart (TOTAL 1: 92%). Can't be bad, eh?

Dungeon Master

For: Super NES

From: JVC

Out: April



Cripes, Mummy. I don't think I like this triangular house, after all... (And to thin people get paid to write this crap – Frank)



Groink! It's all dark and scary. I want to go home now, please.

o, Dungeon Master's finally made it to the Super NES, eh? This game first came out on the Atari ST in 1987 where it was hailed as a revolutionary concept. A Dungeons & Dragons style role-player, Dungeon Master enables you to control a party of adventurers as they hack and slash their way around a

load of spooky, subterranean catacombs, searching for treasure chests and fighting big, scary monsters.

There are secret doors to find, keys to collect and levels to map. Now, Dungeon Master was a groundbreaking game, but the years haven't

been kind to it. Wolfenstein 3D and Jurassic Park have shown that the Super NES is quite capable of handling moving, 3D graphics. So how Dungeon Master's static, step-by-step backgrounds will fit into today's market remains to be seen.

Still, there aren't many games like this on the SNES. Might & Magic 2 is the only one which springs to mind, but that suffered from an old fashioned RPG feel.

Dungeon Master will be out in April, but you can see more of it in next month's TOTAL, when we'll be bring you the full review.



What could be down those stairs? Something horrible, I expect. It usually is in this game.

A tacky picture of some bird ruins the gothic atmosphere of the creepy dungeon.



Have a drink from the spring, but don't wash your socks in it.

For: Super NES

From: Sunsoft

Out: TBA

h dear. This is one for the false teeth and a flat cap brigade, because for once their nauseating line, "They don't make em like they used to," is actually apt. It seems every cartoon character is trying to

has to go to Sunsoft for capturing be street and savvy, but I'm telling

It is a platformer and it is based on a well-known character, so we can only hope that it's a cut above the usual uninspired tie-

the 'toons' atmosphere in

their latest SNES game.

you, Bugs was there first - fifty

bloody years ago! The cartoons

are still great fun and full credit

ins. The graphics, as you can see, are spot on and the game also includes a clutch of satisfying tunes and samples lifted directly from the cartoons.

The gameplay's of the jump-on-thebaddies variety and the early levels don't look too bad. For the full story on Bugs Bunny look out for the full carrot-chomping review - coming soon to a TOTAL near you.

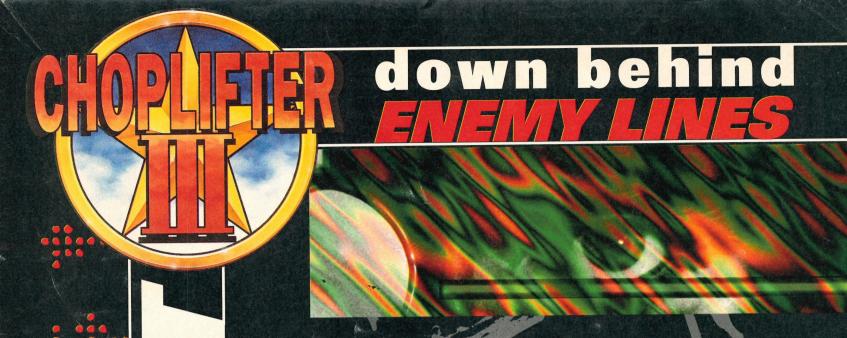


Elmer Fudd, hero of the people and self-proclaimed rabbit-hater, sets out to destroy Bugs Bunny.



Stop and have a pint, Bugs. You must be a bit thirsty after all that crimefighting.

Yikes! It's Yosemite Sam and he's right behind you!



NAME: JOHN E. WARREN RAMK: SERGEANT SERIAL NUMBER: 550628741

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines.

He's wounded, sleepless and desperate for help.

There's no time for diplomacy -

TOUR GOING INF











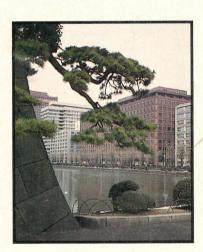
......



he Japanese have a saying, but it's in Japanese, so I haven't got a clue what it means. The Japanese language is a good indication of just how different Japan actually is. Imagine an alphabet with over three thousand letters, each with several meanings. Sesame Street would certainly have its work cut out for it. And the language barrier is just the start.

Every single aspect of life there seems insane. At least, it does at first. Delve deeper and you'll discover that the apparent chaos is just a different kind of order. The reasons for Japan's seemingly bizarre nature are easy to see. The country deliberately cut itself off from the rest of the world for over a thousand years. In fact, their first real contact with the West didn't come until the 17th century, when a few Portuguese explorers happened upon what they saw as the strangest place on Earth.

Japan did have contact with mainland Asia before this, though. Indeed, the country spent hundreds of years at war with China. Many Chinese rulers, including the mighty Genghis khan, tried in vain to invade Japan. Two things stopped them. One, the Japanese were pretty good at war and two, they had the gods on their side. Yep, that's right. Japan was saved from two major invasions by the weather. Two mighty Chinese armadas were scuppered, when incredible storms sunk almost every ship. The Japanese called these storms



'Divine Winds', or to use the Japanese expression, 'Kamikaze'. Yes, the turbonutter, suicide pilots of the second world war were named after these same winds.

The Japanese culture is based on discipline and hard work. Most of the things we take for granted are treated as art in Japan. Carpentry, cooking, even tea-making are skills that must be mastered rather than learned. This discipline has taken them from almost utter devastation after the second world war, to a position as the world's most envied economic state.

The capital of this state is Tokyo - a city of bizarre inconsistencies. It has the most industrialised landscape on Earth. Certain parts of the city actually look like scenes from the Manga film, Akira. And the futuristic Los Angeles portrayed in Blade Runner was just a sleepy hamlet by comparison. On the other hand,

its city centre also has some of the most beautiful parks and castles in the world.

This building nestles neatly

between skyscrapers. Weird!

In every other industrialised city in the world you'll find problems with crime, drugs, litter and all the usual

new. Here's the buzzing skyline of Tokyo's city centre as viewed from the walls of the majestic Imperial Palace. Ancient Japanese culture meets the throbbing metropolis.

NEC's gigantic headquarters dominate the Tokyo skyline. Just think, they invented the PC Engine in there. I believe it happened by accident somewhere on the fourth floor - just near the lavvies.

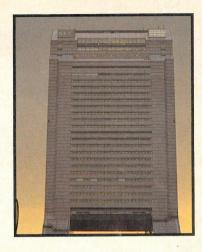
anti-social problems. Tokyo, however, is as clean and pleasant as a city planner's dream. I can think of no other city where it's safe to let children out after dark. The people really are delightful. During our trip, Gareth and I got a bit lost while looking for an underground station (oh, all right then, we got completely and utterly

lost), but when we asked a stranger for directions, instead of just giving us a rude British brush-off, he walked half a mile out of his way to take us there himself.

There's an odd paradox here, though. There's no violence or filth anywhere in the Tokyo, but TVs and magazines pump out a constant stream

of brutality and pornography. Sex and violence are just as much a part of Japanese TV, as crap soap operas and duff sitcoms are in the UK. Perhaps there's a lesson here for the dogooders who're trying to sanitise our video games.

The game culture in Tokyo is overwhelming. There are hundreds of game stores in the centre of Tokyo, featuring all kinds of unusual and unique game items. The games them-

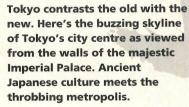


selves are supported by all kinds of merchandising, including toys, video tapes and even food. If you thought Jurassic Park was hyped, you should see what the Japanese are doing with Dragon's Quest and Dragonball Z. We're talking some amazing TV ads with spectacular special effects and fabulously surreal imagery.

Arcades are big business, too. There are large, clean and incredibly busy coin-op parlours all over the city. The machines themselves are pretty amazing, in addition to the huge screens, they also include perfectly pitched speakers. Most of the machines are squat affairs, which are played from the comfort of the arcade's chairs. It only costs around seventy pence to play even the most recent games, and the wholesome atmosphere and smart facilities make this incredible value. You don't find many kids there, though. Most of the arcades we visited were populated by young professionals.

The Nintendo carts aren't exactly cheap, though. At only around a tenner less than their British counterparts, new Super NES carts can hardly be considered bargains. Shop around though, and you can pick up older games quite cheaply. In Japan, most of the copies of new games are sold within the first few days of release. Wait a couple of weeks, though, and you can pick 'em up about twenty percent cheaper.

Cart pricing is really only a problem in Tokyo. We visited a street







in Kyoto that was packed to throbbing with spectacular bargains. One shop, called Magical Brain, dealt solely in second-hand carts and had some unbelievable bargains. Super Contra for three guid, Pilotwings for a fiver. They even had recent games, such as Breath Of Fire, Street Fighter Turbo and Starfox, for around a tenner. PC Engine Duos were being exchanged for around £90, Neo Geos for just over £100 and brand new Super Famicoms for £60 a throw. Not bloomin' bad.

Japanese games mags also offer good value for money. The publishers are able to keep costs down by including black and white sections and using dodgy paper. The problem is, they never slag anything off. If it's rubbish, they just don't bother mentioning it. There are dozens to choose from, but the best are probably Famicom Tsushin, The Super Famicom and Log In. You won't be able to make much sense of them, but the pictures sure look interesting.

The sheer number of magazines is staggering. In one shop alone there were over 200 different mags - and that doesn't include books and specials. There are also off-shoots, like magazines that include music CDs, magazines about arcade games and even magazines about magazines! The Japanese certainly take their gaming very seriously.



This fire hydrant gives you an idea of just how firmly rooted Manga is in Japanese culture.



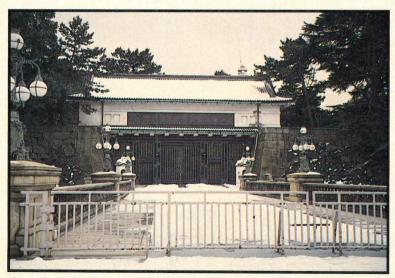
Gareth Bailey - the world's spawniest git?

The big news of the moment was the imminent arrival of the coin-op, Super Street Fighter X. The sequel apparently boasts brand new moves and much faster gameplay. There were posters announcing its launch in most of the arcades we visited. We also heard that the massive 32 Meg, SNES version of Super Street Fighter was nearing completion. With the promise of arcade-perfect gameplay, it looks like the whole Street Fighter phenomenon is about to start all over again.

Japan is a fantastic place, but sadly, it's so expensive that most people will never get the chance to visit. If, however, you're fantastically wealthy, you should get on a plane right now and check it out. It's the nearest thing to an alien civilisation on Earth. The people are cool, the country is beautiful and it's completely obsessed with FRANK video games!



This river in Kyoto can be crossed using the backs of giant concrete turtles. Bizarre.



The Imperial Palace, which is guarded by some mean-looking guards, stand just minutes away from the Ginza shopping district.

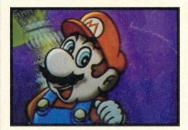
TV heaven in

Japanese television is packed to bursting with amazing video game ads and gamesdedicated TV shows.

The ads are brilliantly produced and feature all manner of weird ideas. And talking of weird, they even have a show all about arcade games. Imagine that! A halfhour TV program dedicated to coin-ops! Below are a couple of examples of late-night Japanese TV. A definite improvement over Prisoner **Cell Block H and the Late** Show, I think you'll agree.

There were also loads of naked ladies, but we won't show you those, because this is a family mag. And besides, I never watched them. Honest!

Wario Land



The ad for Game Boy Wario Land is bonkers...



... And I couldn't understand a bleeding word of it.

Banpresto



This Banpresto RPG ad featured ace animation...



... And lasted an incredible five minutes

Final Fantasy III



This is the big thing in Japan at the moment...



Most of their ads have spectacular special effects...



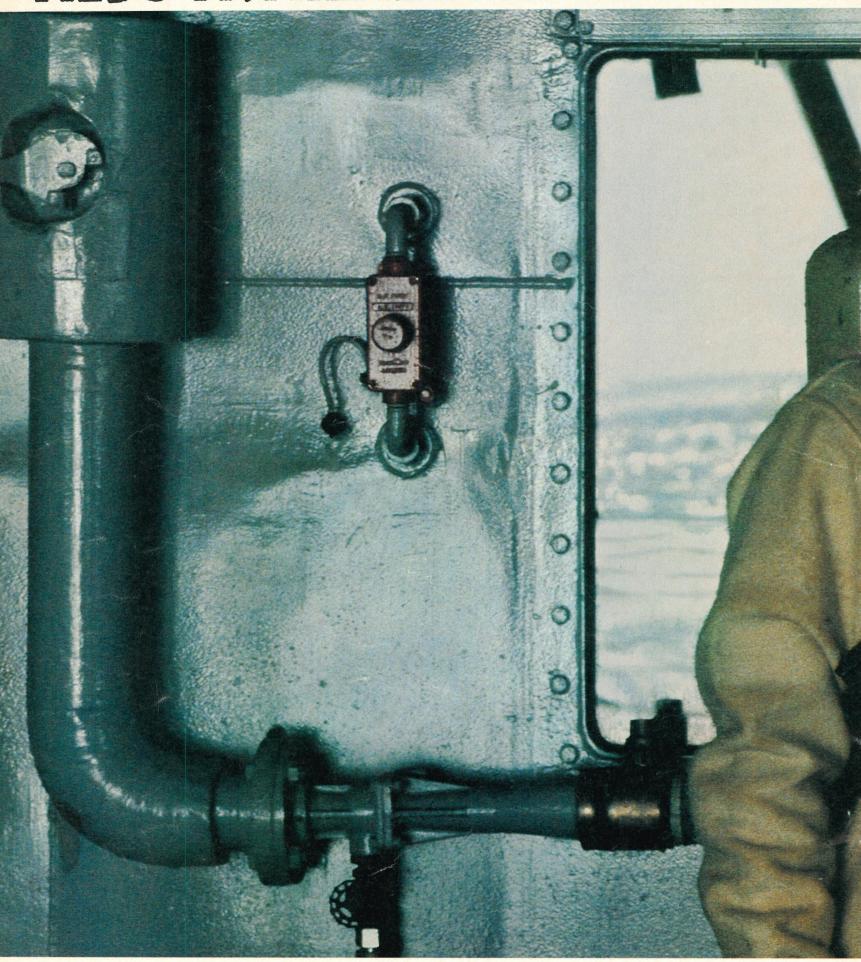
... And it's an NES game of all things! Crazy.



... But this one was special, even by their standards.



ALSO AVAILABLE IN NAVY.



GET A LIFE. IF YOU AREN'T READY TO LEAVE SCHOOL, BUT

ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO.

SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300123.



We are equal opportunities employers under the Race Relations Act and welcome enquiries from all ethnic groups.

SEE THE WORLD. DIFFERENTLY. NAV

The imposing Konami building towers above the surreal Kobe landscape.



From Entertainment To Intelligence

While we were in the neighbourhood, so to speak, Konami very kindly invited TOTAL to visit their research facility in Japan. As you're probably aware, Konami are one of the most consistently impressive software company in the business, so we weren't about to say no. On our fourth day in Japan, we caught the famous Bullet Train - shot straight past the awesome symmetry of Mount Fuji - and headed to a place called Kobe on the east coast...



Konami Baseball is currently the best-selling Super Famicom cart. And it has the hype to match.

obe is a remarkable city. When the planners realised they'd run out of land to build on, they simply expanded out into the ocean. The huge artificial island is the result of billions of yen and some amazing breakthroughs in engineering technology. Konami's research and development headquarters are located on this island, right next to a gigantic fun-fair.

The Konami building is fairly stunning in itself. The vast, white obelisk has amazing views over the bay, and it was here that we met Kuniaki Kinoshita and Katsuya Nagae. These are the chaps responsible for Konami's Super NES development facilities. And likely candidates for a bit of inside info, methinks...

Mr Kouzuki, the chairman of Konami, inherited the business from his father in 1969. At that time, Konami only dealt with amusement arcade machines along the lines of Pachinko. Their first real video game was a rather primitive coin-op called Astro Invader. This was reasonably



Cute Manga-style characters and plenty of variety are typical of Konami games.

them to survive until they struck it rich in Japan with Nintendo carts. Konami converted many of their early hits onto the then booming Famicom (NES). They were among the first companies to join forces with Nintendo and have enjoyed a very special relationship ever since.

Now more financially secure, they began to invest in technology, developing their own arcade hardware and using that experience to develop new chips. These chips, known as LSIs, are similar to the processors you find in the SNES. They handle specific functions, like graphics and music. Konami began to pioneer the use of additional hardware in video game carts, and many MSX and NES games would've looked pretty poor without the assistance of Konami's LSIs. In many ways, DSP carts like Starfox and Virtua Racing are simply extensions of this principle.

Konami's games vary from the conventional, like Gradius and WEC Le Mans, to the downright bizarre, like Parodius and Pop 'N' Twinbee.



This is the only picture of Konami's research and development lab ever printed.

Konami will make loads of money. For this reason, they plough vast resources into each game they create. A team of ten programmers, musicians and artists are assisted by game designers and technical support staff. There are several such teams at Konami's Kobe HQ, and each one is dedicated to bringing you a very special experience.

Konami have big plans for the SNES. With around thirty million machines worldwide, the Super NES is easily their most lucrative market.

They're currently finishing off Lethal Enforcers 2. Their biggest selling game to date, however, has been Turtles Tournament Fighters, which proved immensely popular throughout the world. Konami don't dwell on the past though, and are currently flushed with the brilliance of their latest release, Legend Of The Mystical Ninja 2. Not surprising really, it's a fab piece of software. Konami aren't too sure if it'll make it to Europe though, so get writing to demand that they release it at once! (Address at bottom of this page)

Mr Kinoshita wouldn't confirm that Konami are working on Project Reality, but he did mention that they had a large team of 3D programmers who were fully prepared to produce spectacular polygon-based games.

It seems that the way ahead for Konami lies in two directions networking and CD. Konami were one of the first to experiment with linking games machines. Indeed, they once linked 500 computers together for a driving game!

CDs have many advantages, not least of which is software pricing. It's very cheap to manufacture CDs, but you can also do an awful lot with them. RPGs can be bigger, include better animated sequences and the music can be improved, too.

With a past history like Konami's, it's hard to see how they can possibly put a foot wrong. And it's encouraging to know that as far as they're concerned, the most important person is you - and not the bank manager. FRANK



successful when it was released in the States and the money they made helped them to expand the company. They then went on to produce legendary games like Scramble and Track And Field.

It wasn't all success, though. Konami didn't do nearly so well in their home country, where business traditions made it hard for them to expand. They were huge in the States, however, and this helped As Mr Kinoshita explained, "We have a lot of weirdos working for us. There are some very strange people in the research facility." Quite. The characters and situations in many Konami games are surreal to say the least. Let's face it, being attacked by a roast chicken in the depths of space would give Salvador Dali nightmares.

Konami believe it's the consumers who make them successful. If players like a game, it will sell well, and

Peter Stone, Konami, Television House, 269 Field End Road, Eastcote, Ruislip, Middlesex HA4 9LS

Konsin

Check out this short history of Konami's greatest games. They really are the absolute business.



Parodius is like Gradius only mental.

Pop 'N' Twinbee



Pop 'N' Twinbee adds a new slant to the vertical shooter.

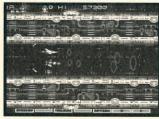


Turtles is Konami's most successful title to date.

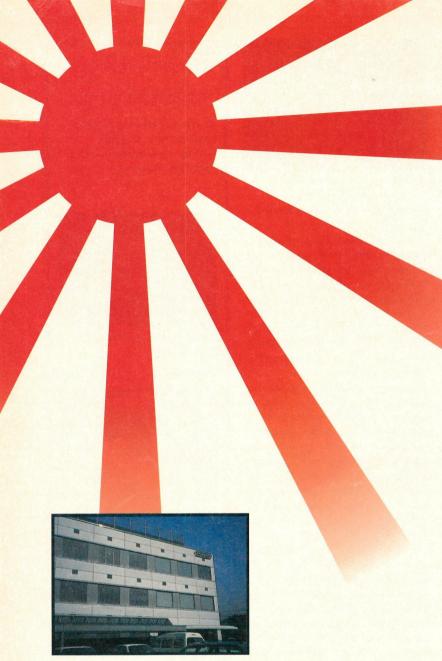
Castlevania IV



Simon Belmont has proved very lucrative for Konami.



The best blaster ever made? Konami think so.



intendo's Japanese, and indeed world, headquarters can be found nestling in the suburbs of Kyoto - Japan's ancient capital and one of the most beautiful cities in the world. The gleaming white building is hidden from prying eyes by a huge and vastly imposing wall. The only entrance is through the unmarked gates, which again give no indication of the amazing complex which lies beyond the walls.

It was an early morning start for Gareth and I, and not really knowing what to expect from our Japanese hosts, we were both extremely nervous. Our apprehension was later augmented when we were collected from the hotel by a Nintendo representative in a huge limousine.

After running a small gauntlet of security, Gareth and I found ourselves inside the anonymous white-walled palace. Nintendo's HQ is the cleanest, shiniest building I've ever seen, but there was no time to stop and gawp, because we were immediately greeted by Yasuhiko Hirose, one of the key managers of Nintendo's international sales. Yasuhiko ushered us into a cathedral-like meeting room where we were joined by the two most important men in the history of video games - Gumpei Yokoi, Nintendo's hardware genius, and (gasp) Shigeru Miyamoto, the creator of Mario!

In the finest Japanese tradition, Gareth was presented with a selection of gifts. These included several sets of wonderfully crafted and expensive Nintendo playing cards and an extremely rare Mario World watch. The spawny git. We were both a little surprised by the warmth of our reception. The people from Nintendo were friendly, affable and basically cool.

They didn't hang around, though. Within moments of our meeting, we were whisked away to just about the most secretive place on the planet -Nintendo's research and development centre. The department virtually fills the large building next door to the main headquarters. Unfortunately, they were fully prepared for my journalistic tendencies and had hidden much of their current research behind large, solid partitions. They were, however, surprisingly forthcoming about future developments.

They made no secret of the fact that much of the department was preparing for Project Reality. The room was filled with startling music and sound effects, and the temptation to peek over the partitions was almost overwhelming.

There was no time, however, as we zipped off to meet the team who were busy putting the finishing touches to **Stunt Race FX**. The game was apparently delayed because Shigeru Miyamoto wasn't completely satisfied with the product. Several things have changed since the game was unveiled at the Las Vegas CES and we can assure you, the final product will be pretty damn special.

Next up, was an exclusive preview of Super Metroid, as both Gareth and I were encouraged to try out the finished version. Nintendo are very proud of their new Super NES title and with good reason. This follow-up

TOTAL is the first **British magazine ever** to be invited across the hallowed threshold of Nintendo's Japanese and world headquarters. They let us in on some big secrets, flaunted their latest games and generally showed us a flippin' good time. So, what exactly is going on in the home of video games? Read on and find out...







Shigeru Miyamoto demonstrates Stunt Race FX to the rather spawny Gareth Bailey.

to the original Nintendo smash-hit is absolutely stunning. It certainly wins the TOTAL award for the scariest intro sequence. The music's a bit spesh, too. In fact, I'd say it's the most atmospheric and impressive SNES score to date. Creepy tunes are backed up by a digitised choir and the end result is a haunting piece of music, like that featured on the Old Spice adverts – only scarier.

The game itself is possibly the biggest platform adventure yet. It features some superb gameplay and there are loads of lovely touches, like the way weapons react with the landscape. There are squillions of secret bits, too. The 24 Meg cart will be available just before summer, and it may even overshadow Stunt Race FX.

We were also treated to an exclusive look at the finished version of Nintendo's latest mouse product, **Sound Fantasy**. The game's really a musical version of **Mario Paint**, don't panic though, it's infinitely superior to that title. There are loads of game-



Gumpei Yokoi (the inventor of the Game Boy), Gareth Bailey and Shigeru Miyamoto pose for a rather cheesy shot. They're a really relaxed and friendly bunch at Nintendo's HQ.

based, music creation utilities (Do what, Frank? – James) and several out and out arcade games featuring musical themes. The best of these is a **Q*Bert** style sub-game, which uses sounds instead of colours. It's brilliantly addictive – as our hosts discovered when they tried to drag us away from it.

They did eventually manage to

pry us away from the mouse,

however, by inviting us to test our

driving skills on Stunt Race FX. This

was presented in another room, and

Shigeru Miyamoto took us through

the game personally. He thoroughly

enjoys playing games, in fact, he

enjoys 'em so much, that we had to

when it made its debut at the Vegas

CES. The one we saw, however, was

virtually complete and included the

The game was only half finished

wait ages for a go!

rather stunning two-player mode. This option enables the player to either race against a friend or attempt to bash their buggy to bits in the hugely addictive battle mode (à la Mario Kart). The number of different circuits hasn't been finalised yet, but it'll probably be in the region of twenty. A number which puts the

three tracks in Virtua Racing to shame.

There were some other groovy features, too, like special Stunt Tracks, different difficulty

settings and even a secret car, which you can only use when all the tracks have been completed. Mark my words, Stunt Race FX will be the most abused two-player game since **Street Fighter Turbo**.

Next up was lunch, where we were served Sushi and Tempura, which worried Gareth, no end. Raw squid and evil-smelling pickles may be a delicacy in certain circles, but not, apparently, in any of those that Gareth frequents. Still, he made a remarkable job of relocating the





Shigeru Miyamoto reads the best Nintendo mag in the universe. Hurrah for us!

various bowls and pushing the food around his dish. In fact, by the time he'd finished his careful arrangement, it looked like he'd eaten loads of it.

Manners and etiquette are very important to the Japanese. One false move and you can upset everyone. Even business cards can cause problems. If a Japanese bloke presents you with his card, you have to place it carefully in front of you and examine it for a very long time, putting it away, only when you have to leave.

I think we managed to keep everyone happy, but I'd like to take this opportunity to thank everyone at NCL for their help and courtesy. It was an unforgettable day.

Nintendo are the largest video game company in the world, and after a day at their HQ, it's easy to see why. They're not the corporate monster people make them out to be. Nintendo are just a bunch of happy geezers with great ideas and the money and talent to realise them. If they do take over the world, then better them than anyone else. **FRANK**





Nintendo's secret research and development lab was absolutely buzzing as the tech-heads put the finishing touches to games like Sound Fantasy and Super Metroid. Hidden away, just out of shot, is the mysterious Project Reality lab. Sheesh! If only we could have taken a peek!







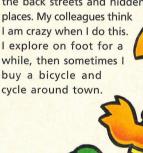
game itself was just an idea running, climbing and jumping.

Frank: Super Mario Bros. is your most famous game. Can you tell us a little about the process that went into the game design?

Mr Miyamoto: The game is split into two halves. One half is the game itself, with the platforms, characters and all the things you can actually see. The other half is secrets. First we mapped out each level. We drew the levels on graph paper and then implemented them on the development hardware. Then we simply played the game and tweaked the levels until we were happy with them. We had to play it a lot before it was perfect. Then we went through each level and added the secret, hidden things. The secret of the Super Mario games is that we played and played and played!

Frank: Your other big success, Zelda, also has lots of secret rooms and hidden objects. The Zelda series has a very specific feel. Can you tell us what inspired the ideas in those games?

Mr Miyamoto: When I was a small boy, my friends and I would go hiking in the mountains which surround my home town. In Japan, the mountains are small, so we could always find our way home. Exploring is fun when you can't get lost. Also, I like to explore on my own. When I visit a new town - like New York - I like to walk alone at night, simply exploring the back streets and hidden





Shigeru Miyamoto takes us through the finer points of Stunt Race FX.

Only when I know my way around a little, will I buy a map. Zelda games are very much like this. First you explore, then you gain a useful tool like my bicycle - and then you get a map. The map is not essential, it just makes things easier.

Frank: Your rivals also produce good games. Do you have a favourite that you didn't design? Mr Miyamoto: Hmm. I like the very old Namco games. I especially like Pac Man. It was original and fun. I very much respect their game ideas. I was disappointed when they released Pac Land, because it relied on jumping and was too similar to other jumping games. I think their greatness lies in their originality, but I like many other games, too.

Frank: Many people have copied your games, or tried to imitate them in their own style, notably Sega with Sonic The Hedgehog. How does this make you feel?

Mr Miyamoto: I think Sega made Sonic The Hedgehog so that like Nintendo's Mario, they could have a character that people would identify with Sega. I think that a platform game is the best way



Shigeru and Gumpei Yokoi contemplate Frank's inability to digest Sushi.

to incorporate a new character, so I don't think they really copied Mario. I think Sonic is more to do with corporate identity than anything else. I also think Sonic is a very good game, very beautiful. It is similar to Mario in some ways, but also very different.

Frank: Of the games which you've designed, which is your favourite? Mr Miyamoto: Oh, that is a difficult question. It's hard for me to answer. I like Donkey Kong because it was my first game, but also because it is very enjoyable. I also like Excitebike very much. (This is one of the first NES games, featuring bike-race related chicanery - Frank) I still play it sometimes. Pilotwings is also one of my favourites.

Frank: Will we ever see Pilotwings 2? On Project Reality, maybe?

Mr Miyamoto: Ha! Sorry, no comment. Let me just say that I would very much like to do Pilotwings 2 myself. I can't say more than that.

Frank: Can you tell us what you are working on presently?

Mr Miyamoto: Yes. I am currently finishing Stunt Race FX and also a new Donkey Kong game for the Game Boy. It will have lots of levels, but the gameplay will be very much



Gareth looks on in wonder as Shigeru explains the two-player mode in Stunt Race FX.

like the original Donkey Kong. I am very pleased with this game.

Frank: Do you have plans for a sequel to Super Mario World, this time on Super Nintendo?

Mr Miyamoto: Yes, we do. Definitely. Well, sort of. It will be like Super Mario World in many ways. I can't say more than that, but it isn't too far away.

Frank: Are you currently working on Project Reality?

Mr Miyamoto: Yes, only on the home system, though. The arcade games will be done by a separate team. I like the fact that there is a lot of power. More than enough to do anything I want. I don't care much about the graphics. I don't think they are nearly as important as gameplay, and great graphics won't change the way I design games. Graphics just make great games look better.

So, there you have it. TOTAL - the first UK magazine to interview Mr Miyamoto personally. The first to bring you news of Donkey Kong on the Game Boy, the sequel to Super Mario World on the Super NES and to confirm Mr Miyamoto's personal involvement in FRANK Project Reality.

Win an autographed Super Mario All-Stars cart!

While we were visiting Nintendo, Mr Miyamoto very kindly offered to autograph a Super Mario All-Stars cart. Now we're giving it away. One lucky reader can receive this fantastic prize, simply by answering the following question:

In which game did Mario first appear?

Sling your answer on a postcard and send it to:

Mario Compo, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.



You could play Super Mario 2 -The Lost Levels...



... Or try your hand at the original Mario Bros. game!



The TOTAL review crew

Would you credit it? These gits actually get paid to sit around playing games all day. All that's asked in return is honest comment and sore thumbs. Easy life!



Frank who? The wandering ed returns from Japan with hundreds of tales to tell. All sordid!



James

James is still fuming because no-one told him about the March 'Like A Virgin' competition!



Karen

Karen Levell defects from Sega Power magazine to join the TOTAL team. Let the good times roll!



Dane

Dane is so stoked about her fan mail that she's actually going to date a reader. Lucky git!

James says...

I suppose you think that sending in obscene pictures of me in flared trousers, flowery shirts, skirts, shorts, chunky trainers and hooded tops is funny? Well, I think you should know that I'm the one who's judging the Like A Virgin Compo, so get complimentary, suckers..."



Flatter me and win yourself a copy of **Cool Spot**



Choplifter III 30

An old classic brought right up to date. TOTAL asks whether Choplifter can cut it in today's market.

'Ere we go, 'ere we go, 'ere we go... Hang on this isn't a footy game, it's a platformer. What are Ocean playing at?

Pinball Dreams 38

Are your dreams in black and white? And more importantly, do you have Pinball Dreams or Pinball Nightmares?

Metal Marines 40

At last! A chance to play a real tin-pot general, with a real tin-pot army at your command. We go to war with Namco's latest release.

Cal Ripken Jr Baseball 42

Cal who? Baseball is a tough game for a console. TOTAL grabs a hot dog and beer, then sits down to play this new 'un.

Thomas the Tank Engine46

TOTAL sits at the back of the class and larks about with Mindscape's latest educational cartridge. But, what can we learn from all this, children?

Desert Fighter

Gulf War antics in this flight sim/shoot 'em up. But has System Three's Chopper game got what it takes to blast Desert Strike?



Wario Land: Super Mario Land 3..52

We were very patient. We waited and waited for Wario Land. But should we have believed the hype?

The Jungle Book 54 There's a new kid in town and his name's Mowgli. He fits in your back

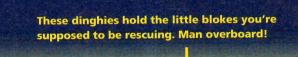
pocket and chucks a mean banana. Yep. it's Virgin's latest GB release.

Winter OlympicsThere's no business like snow business. Hold on. Was that funny? No. Well, never mind. It's winter, so let's toil with a few winter sports, courtesy of US Gold.

The Jungle Book 58

Virgin confound the NES cynics and chuck out a brand new NES game. It's pretty damn good, too!





Hovercraft are considered to a safe way to travel. Ha!

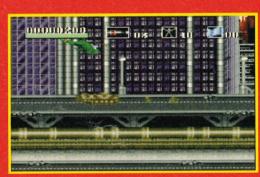
on this mission control screen.

Your progress across the sectors is logged For: Super NES (1 player)

Price: £50 From: Ocean



Reduce the huts to a smouldering heap and drop down to collect the survivors. What a way to earn a living!



Tanks, helicopters, street lamps, little people and glass tower blocks. One day all roads could look like this.



There's no time for dodgy chopper gags, because world security is at stake. Frank straps

on his goggles and heads straight for the war zone!

n the distant past of gaming legends, a fellow named Dan Gorlin came up with a rather snappy idea for a shoot 'em up. Instead of just blasting things, he thought it might be nice if you could use an army helicopter to rescue hostages. His concept could, at best, be described as a cross between Scramble and Defender. Fairly slow in terms of actual speed, but with enough action to

The result was Choplifter, a fantastic blaster



The TOTAL team's chopper gets chased by a racy-looking enemy helicopter. Run, lads!

A tricky landing on the oil rig, made harder by the gun batteries.





Deep underground a battle between the helicopters and worms begins. Who'll end up as fishing bait?

available to you, oh happy

SNES owner.

games machine in existence. I'm serious, Choplifter has been released on every system from the Apple II, to the Super NES. Sega even produced an arcade version, the first coin-op to make proper use of parallax-scrolling. It's a piece of video gaming history and now an updated version is finally

CHOPPERS

Fairly smart graphics, classic gameplay, a large 'n' difficult task and plenty of variety

The plot of Choplifter III is simple. You enter a war zone, do as much damage to the enemy forces as possible, then rescue the hapless hostages before

Extra weaponry parachutes in. This

is how you get your power-ups.

d us 🖾 16

they get killed by the forces of darkness. You control a beefy helicopter, which is armed to the teeth and brilliantly manoeuvrable. In terms of control. this has more than a hint

Shoot 'em down...



Aerial weaponry is there to hassle you, but it won't usually cause any major

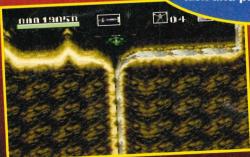
damage. More worrying is the groundbased artillery. The best way to deal with this is to turn your ship around so that your shots fire down. You'll then be able take out all the nasties as you fly along. Be careful though - you can blow up hostages, if you're not careful.



Shoot downwards at the bad guys for top results. Simple.

of Defender about it. The screen scrolls horizontally in both directions. You use the L and R buttons to change direction and this is vital to any kind of progress. Once you've mastered the helicopter

The terrain changes as you progress through the game and directly affects the way you play. You can zoom around most levels with little trouble, but sometimes you find yourself in maze-



A geography field trip to examine some underground water flows. Yawn.



The land of paradise – sand, sun, bunkers, hostages and tanks.



But, Chuck. Something has got to be digging all these tunnels... Uh-oh!



lames savs....

Choplifter is a classic and, judging by this updated version, the good 'ol days just got a lot better. The gameplay's not what you'd called sophisticated - more of a hellfire slugfest, bomb 'em, shoot 'em and rescue 'em up, really. Ah, well, at least it's all in a good cause.



"Yes, siree. This sure is one top-class save 'em up"

like caverns, or crowded city-scapes. Hostages are always on the ground or on top of buildings, and when you land close to them, they'll automatically run towards your helicopter. You

can only carry a few at a time, though, so several trips to and from your base are required.

The problem is, the enemy territory is absolutely festooned with

dangerous vehicles. These range from

tanks to jet fighters and it's up to you to take them out of the picture. You can upgrade your armaments by blasting the weapon pods which



This was all trees once Now see what they've gone and done to it.

conveniently fall from the sky. nothing else to it. It's just incredibly addictive, that's all.

The graphics are pleasant, but they could've been better.

The quality is rather hit and miss, and while some levels look alorious, others are completely

> dull. The music and sound effects are good, but nothing special.

What Choplifter III has in spades though, is simplistic and enjoyable action. There are

and more challenge than you actually

what's this?

love Defender, then you'll simply adore this one. Neato!

explore underground tunnels.

10 10 06 annin in in

If you fire a smart bomb, everything will go red and your enemies will vanish in a puff o' smoke!

FLOPPERS Hardly stretches the Super NES

plenty of levels to keep you going

need. This is a very pleasant surprise in a world full of tedium. If you like Scramble, or you

FRANK So, my first day in flying

leather jacket and string

backed gloves, but... Hello

10 03

school. Got my new



 Smooth scrolling and amazingly detailed sprites are the order of the day

 Good music, plenty of boom/bang noises and relatively atmospheric effects

Gameplay

 Brilliantly simple and simply brilliant. The only game of its kind on the SNES

Lifespan

• There are plenty of amazingly difficult levels. It's quite complex at times, too

The bottom line

"Cosmetically, it leaves a bit to be desired, but in terms of sheer adrenalin, this is fabulous stuff. Choplifter III is just as addictive now, as the original was eight years ago."

LevelsLoads DifficultyTough ContinuesLimited

Release dateApril

Final score



More buildings, more smashing, parallax scrolling. Worra great game!

and it's almost identical to the

eight-year old game

SNES REVIEWS (32) TOTAL! ■ ISSUE TWENTY-EIGHT ■ APRIL 1994

SUPER NINTENDO

Head out for the highway in the rockingest race to hit this side of the universe!

Heel the steel and put your max power to the test as you scream through the meanest streets on Earth... and beyond!



Choose to be human, or alien, in your attempt to wipe out the opposition... the more wins you clock up - the more weapons you buy, and with each victory you progress to the next amazing moon.



And the incredible digitised sound tracks, including "Born to be Wild", will just knock your socks off!



TAKE A RIDE ON

rock'roll action the only action worth nailin'

THE WILD SIDE

TM





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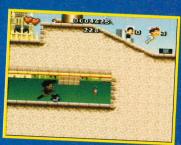
Look, I don't care what that dodgy tourist guide told me. This is not Wembley Stadium



I've filled two whole captions without a single soccer game cliche. Will it last?



Soccer Kid could change the world as we know it. And going by this map it already has.



This isn't the sort of tunnel incident that Vinnie Jones normally engages in.



This has to be one of the most pathetic nasties ever to (dis)grace a video game.

SOCIETA

For: Super NES (1 players)



Price: 250



Remind you of Pac Man? These guys chase the Kid across the screen, then he turns around and chases them. Those long, winter evenings must just fly by.

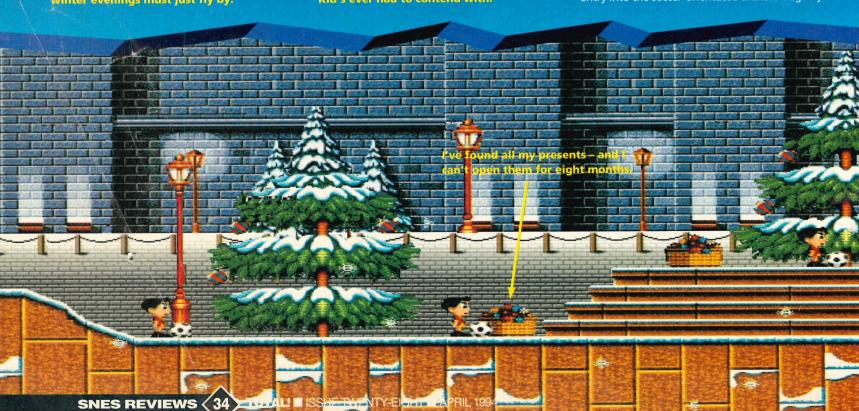


I bet this is the toughest defence Soccer Kid's ever had to contend with.

They think it's all over... It is now!
Dane prepares to kick some balls as she tackles
Oceans latest sports game.

Oceans latest sports game. A red card, methinks...

ver wondered what takes place behind the industry's closed doors? Well, wonder no more, because TOTAL can now take you to the developers' conference at Ocean, where the 'creative' bods of software are discussing their entry into the soccer-orientated arena. Allegedly.





Let me get this straight. This is a soccer game with platforms and rugby players? I see.



Ocean: Right, 1994, year of the World Cup and all that. What we want is a completely top footy game to cash in on all the football hype that'll be happening. But be warned, if you want

BALLS A

This looks pretty enough,

and it could almost be fun -

for the first few hours...

to be paid, we want a decent soccer game – and it has

to be different from Sensible Soccer. Oh, and try and get the World Cup in there somewhere, as well.

Mr Developer: Right you are, Mr Boss-man. Don't you worry about a thing. I promise you, we'll make you a game that'll be like no other soccer title you've ever seen. Now, you just head on back to Manchester and tell everyone how great this game's going to be.

Ocean: Right, okay, so long as you're sure.

Foes a jolly good fellow

Well, none of these guys are particularly good for your health, to be honest. If you come across them, get control of your ball and give them a good, hard kicking.

You can always tell a British workman by his hands – they're always stuck in his pockets.



Now, if this was snowboarding it'd have a bit of cred, but a skateboard?

Now, this is either Mickey

/ Mouse, or a strange
Russian sliding down an
icy slope on a tea tray.



APPIL 1994 ISSUE TWENTY-EIGHT I TOTAL! (35) SNES/REVIEWS



It's the Jimmy Hill mod - complete with scooter. Don your rocker clothes to scare him.



Mr Safe wears a helmet for protection. Won't stop his legs getting bust, though.



This big Russian sailor is on the look out for fit, young men to take boating.

A FEW MONTHS LATER...

Ocean: Uh, hello, Mr Developer. We were just wondering how you were doing with our game. We've spent loads of dosh on you. So, erm, it should be ready. By the way, the whole gang at Ocean are really excited about this game. In our internal memos we've been calling it a footy game with a difference. So is it, erm, ready yet?

Mr Developer: Sure it is. Get ready to be stunned!
Ocean: Why have you only plugged in one joypad?
All good soccer games need to two players.

Mr Developer: Not this one, sir. We thought that the old boot-around concept was a bit old fashioned, you see. Right, turn it on, Dave.

Ocean: Hang on a minute, there's no football pitch, no ref, no goals and there's only one person on your team. And what the hell are those plat-

World foldings They don't like

Our getting close to their vices.

The positive positive forward.

Frank says...

Soccer Kid looks nice, sounds great and, by all rights, it should be a bit special. Sadly though, the controls and spurious gameplaying features let it down badly. It's a strange hybrid of ideas that was never really viable. What's good for the Amiga isn't necessarily good for the SNES.



"Soccer Kid has all the sparkle of an miga game, i.e: None'

The pits of video gaming...



There are stacks of hidden bits on the Russian stages. All you TACTIX have to do is stand on

O'

top of one of these covered pits, then pull down and jump. You'll then fall down the platforms picking up bonuses and extra goodies as you go. Another tip is to kick the ball ahead of you constantly to hit any opponents before they get close enough to do you some serious damage. Keep pressing the kick button to get your ball back, then just repeat the process till the end of the level.



By sheer coincidence, here's one of the pits I mentioned. Weird.

STALLS

The worst control system

ever, and the gameplay is

complete pap

in crayon?

lack of playing ability.

tion here. If people give

up after the first few

hours, they won't see

the later levels where

the control system fails completely. And even if they

do make it that far, we've made the

levels so hard that they'll never get any further. Besides, they'll never suspect that a game could be designed this badly, they'll just blame it on a

Ocean: Sounds fair enough. We'll take it. What

does it matter if people get sick of it within a few

hours, they'll have already bought it, so who cares? Incidentally, Mr Developer, why are you writing

Mr Developer: Well, you see, sir, they don't let us



forms doing in there? We wanted a footy game. Mr Developer: No, sir. That's what you thought you wanted, but this is what we reckon you need. This is a different game. A game where the kid has to find the Cup by jumping on plat-

forms and using his ball to kill some pretty unlikely bad guys. You don't want any of that boring one-on-one, fast action - you want this.

Ocean: All right, let me have a go. Well, the graphics are all very nice, I must say – a bit like that Rocky Rodent game. Let's see what it plays like. Oh blimey, this control method's a bit stupid, isn't it? Damn unforgiving and frustrating. Well,

there's plenty of games like that, I suppose. Oops, I seem to be dying an awful lot here. Still, better keep trying.

Ocean: Look, I've been playing this for ages and it's still as frustrating as ever. Let's face it, guys, this game's not as nice as it looks. It may look fab graphically, but it plays like a two-fingered guitarist. Why make the game so frustrating that people will give up after

the first few hours? There's no incen-

Mr Developer: Ah, that's true, sir, but there's a cunning plan in opera-

player wasn't bad enough, Soccer Kid has a Russian athlete, too. Come back Super Soccer, all is forgiven.



ContinuesPasswords

Release dateApril

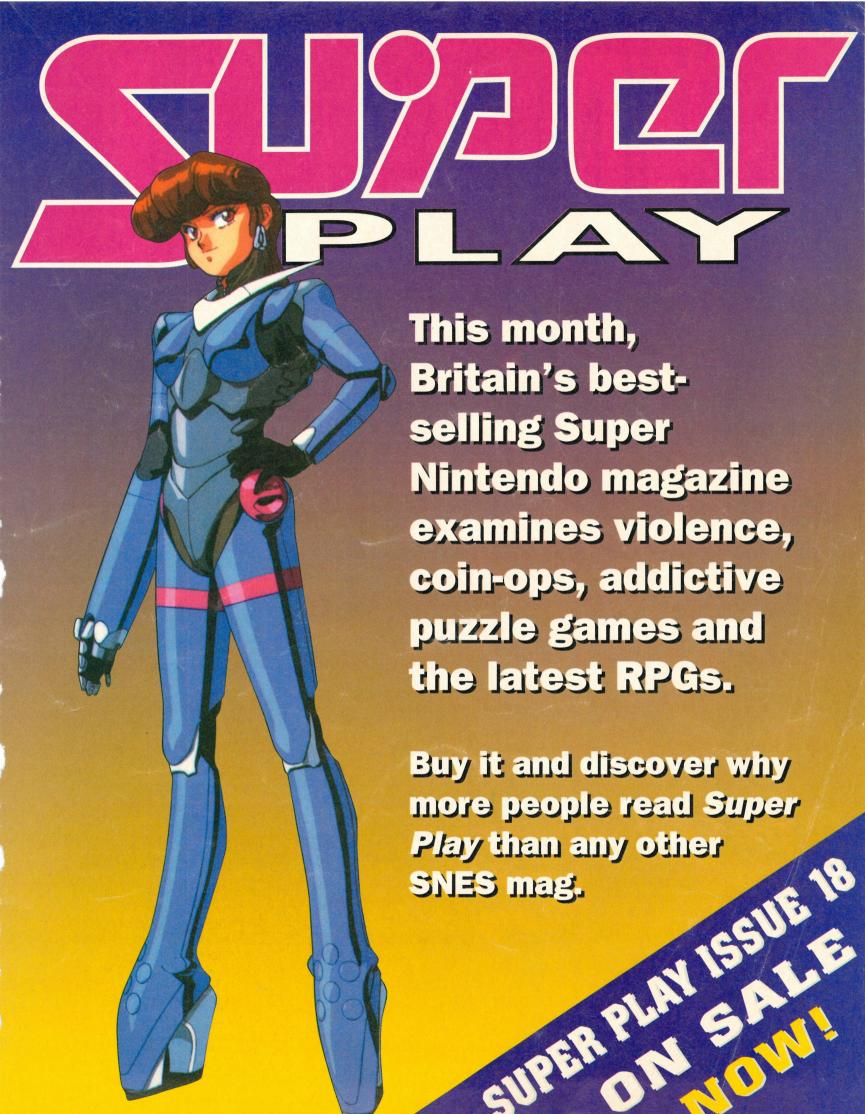
FEW HOURS LATER...

tive to play. No reward.

As though the odd rugby



make it a good one.



For: Super NES (1-4 players)



Frank's dreams don't contain any pinballs, but there's usually loads of chocolate, cakes and lard?

inball Dreams has a better pedigree than the winner of Crufts. It first appeared on the Amiga where it caused much merriment. It then worked its way on to the PC and then onto the dizzy heights of the Game Boy. Okay, so the handheld version was a bit cack - but hey - this is for the FLIPPERS A SNES, so it's bound to be ace, Well-planned features, a isn't it? Well, not necessarily.

From: Gametek

Fans of the real-life game argue that the pinball experience can never be fully converted onto a console format. "How can you poss-

ibly recreate the thrill of playing the local's table half-cut, while one of your pals vomits down your back?" they enthuse. And they're right, you can't. But vomit aside, other titles have managed quite well, Jaki Crush being a prime example.

Pinball Dreams, on the other hand, falls some way short. It starts off reasonably enough. Up

DEPRESS.

to four players can take part and there's a rather tasty, little intro screen, but then you get into the game itself.

Price: £50

whizzing a small metal sphere accurately around a table, but it doesn't here. Instead of zipping round the table, the ball spends most of the time moving like it has a hangover.

FLOPPERS

It lacks that real pinball look and the animation of the ball's a bit crap, too

The tables' features work well together, with plenty of accumulative bonuses and thoughtful gameplay, but without the visual pazazz, it just doesn't

work. Think about it. Pinball tables are always covered with gimmicky chutes and stuff - that's what makes them so attractive. If you took that away, nobody'd play them. And that's the problem here, the graphics just don't have the visual buzz of their real-life counterparts.

Now we all know that the SNES's capable of

Maybe I'm being a bit cruel, this isn't a bad game. In fact, the tables are well-planned, but having played previous versions, I was expecting a lot more. Shame on you, Gametek, this could've been a classic. FRANK

to four players

Why does this character appear here and then change into the ball? I wish I knew.



"Oh stuff this for a game of pinball. I'm going back to Munch Bunch land..."

Pinball Dreams

Looks

 The scrolling's quite effective, but it lacks the visual buzz of the real thing

• All the usual beeps, pops and whistles you'd expect from a pinball simulator

Gameplay

 The game plays fairly well, but it's not as smooth as previous versions

Lifespan

 Without all the lively graphics 'n' stuff, you'll soon tire of this

The bottom line

"This has been a definitive title on other formats, but it's a bit of a damp squid on the SNES. With a bit more attention to the visuals this could've been a classic"

Levels4 tables DifficultyFair ContinuesNone

Release dateMarch

Final score

The key to a million...

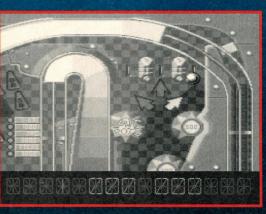
choice of four tables and up



To instantly get one million bonus points, TACTIX simply drop the

ball through the big, highlighted channel at the very top of the Steel Wheels table. As long as the ball rolls across the highlighted arrow, the million's as good as yours.

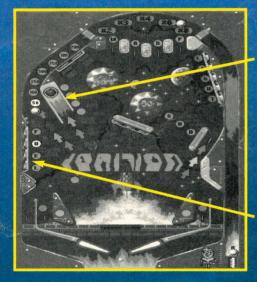
There are loads of bonuses like this one scattered throughout the four tables. So what the hell are you waiting for? Get flippin'.



The TOTAL guide to table-top warfare. (Or how to control your balls under pressure)

Join us, as we tenderly frolic through the meadows and fields of Pinball Dreams. Gasp in wondrous awe as we dissect the complex, erm, complexity of the four tables at our disposal. Giggle hysterically as we once again fail to get a score over a million and scratch your head in amazement as you realise that you've just read three lines of utter rubbish...

Ignition



To get anywhere on this particular table you've really got to get the ball up into this chute as often as possible.

Lighting up all the letters in the word 'Fuel' isn't a bad idea, for starters.

Steel Wheel

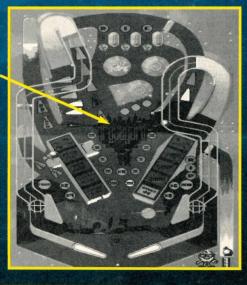


It's another of those 'light up all the letters for a bonus' affair.

You don't get much for whizzing the ball around this chute – but hey – it looks okay. Sort of.

Nightmare

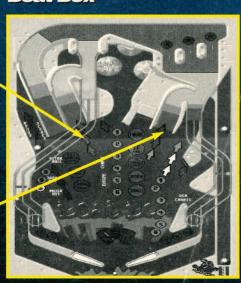




I'm very fond of arrows and green is one of my favourite colours. Sorry, I just thought you might be interested.

Shoot the ball around here three times to get into the big league.

Beat Box





Your marines get the choice of three weapons. Anti-gun pod, anti-metal marine and normal - an all round death-scyther.



Looks like the enemy marines are in for a bit of chop. Followed by a big bang. Heh-heh!



Aah! I remember when this was all deathdealing machinery as far as the eye could see. Them was the days...



When it comes to marines, metal or otherwise, Karen Levell's always first on the scene...

t's the 22nd century and some jerk's goofedup with the planet's anti-matter missiles. The detonation of one of these babies has set up a chain-reaction that makes the loos of the local curry house look positively calm. Earth's in chaos, the world map's been re-drawn and to top it all, some maniac's seized control of the remaining army forces.

The outlying Space Colonies are worried by the new dictator, and have set up a special mission to rescue the Earth from the clutches of the madman.

And guess what? Yup, it's up to you to sort it all out. Anyone who's seen Dune 2 on the Amiga will recognise where this is coming from. It's a pseudostrategy type game, where you have to build a fortified base and use the various arms you develop

For: Super NES (1 player)

there to obliterate your enemy's

camp.

From: Namco

Price: £50

Now, I know what you're thinking, but this isn't like other strategy games. You can forget hours of tedious build-ups and tiny sprites fighting numerical battles. Metal Marines is fast, frenetic and features real-time battles, which you can control directly. In fact, the battle side of the game is more akin to an isometric shoot 'em up, than a war game.

> The tactical side of things comes into play in deciding how to spend your very limited budget. Do you, for instance, build a Supply HQ to increase

These AA missiles should make short work of those incoming muthas. Should!

There go my brave metal marines. Off to do and dan

> These upgraded missiles send a double-barrelled message home.

his is one of your three bases. If all

These gold-coloured marines are seriously bad news. Kill 'em while you can.

three are destroyed, it's game over.



Hurrah! After 49 campaigns and seventeen cans of three-in-one gun oil, I finally won!

Looks

 Clean isometric graphics with plenty of detail. Great explosions, too

• The sound FX are highly atmospheric, but the in-game tunes are a bit irritating

Gameplay

 Highly playable, with fast action and explosive gameplay

Lifespan

 With 20 levels and a responsive computer opponent, this'll keep you going for a while

The bottom line

"Coming from the highly acclaimed Dune 2 school of gameplay, Metal Marines manages to provide both frenetic, controllable battles and teasing strategy. War has never been so much fun."

Levels		20)
Difficul	ty	Hard	

Release date.....April

Final score

The face of the enemy



Garland is the first geezer you fight. Apart from shouting, his main hobby is crocheting.



Cmdr Joan spends her leisure time scouring the shops for tacky hair dyes and nylon bras.

SORES

weapons wouldn't have

gone amiss, either



After being turned down for the Godfather IV, Zorgeuf spends his time bombing Hollywood.

your funds in the long-term and risk being wiped out within a few minutes? Or do you plough all your resources into radars and AA missiles to defend your own base, while

you build-up your money? Or do you go for broke, and invest in missiles and metal marines to try and wipe-out his equally defended installations? Each approach has it's failings, but the game is finally tuned to ensure you have to take some risks.

Of course, it's no fun having a war without weapons. The metal marines are the most versatile things in your arsenal, because they can both defend

WARS There's enough activity here, and attack. Your other weapons to keep even the most ardent are more traditional, but they still pack a fair wallop. Which is great action-head happy when you're on the attack, but not so funky when the enemy sends over a

delivery of missiles which destroys your main defence perimeter.

Poor tunes and a few more The graphics are sharp and offer a highly detailed, isometric view of the action. The sound FX are brilliant, with the heavy clomping of metal marines and plenty of explosions. Unfortunately, to enjoy them, you've also got to

put up with the irritating in-game tunes.

If you've always fancied playing a strategy game, but have been put off by the lengthy buildup and complex icons, then this game is ideal. It's instantly accessible and you can complete certain levels within half-an-hour. There's always

plenty happening, and while the tactics are simple to pick-up,

they become more complex as you learn about the game. With 20 levels, a neat password system and

high-octane, ass-kicking

gameplay, Metal Marines certainly rates KAREN highly in my book.



Look what icon do...

Missiles

Useful for bombing around defences.

Air-to-air missiles These will seek out

Metal Marines Highly mobile

enemy missiles.

Terminator types.

Gun Pod

Helps defend against metal marines.

Land Mines

These blow when marines touch 'em.













Radar

The AA missiles are crap without these.

ICBM

It's a nuke. And it costs loads.

Supply HQ

These are moneymaking plants.

Energy plant

Out of gas? Build one of these.

Factory

Turns out installations even quicker.

Dummy base

Use these to confuse the enemy.

Dummy units Camouflage real

bases with these.

Helps you to place items on the land.

Gives you an overview of the action.

Delete

Want to get rid of a building? Press this.



Attack

Accesses the attack screens.

Levelling

Repairs land so you can build on it.

Radio

Turns off the enemy's messages.

Weapons

Changes your marines' guns.

Build-up

Ups the power of missiles & marines.



PLAYER ONE SELECT TEAM

This map is the team select screen. Exciting, isn't it?



Third base, but there's no-one there.

For: SNES (1-2 players)

From: Mindscape

HOMERS

Price: £50

Rounders is a girl's game, and Dane's a girl. So erm, get on with it, eh luv?

for all I know, he could be an Argentinian goat. Anyway, he's a baseball star and this is his game. The game includes the standard baseball sim

approach, with a close-up view of the pitcher and batter, and a wider view of the field when the ball's hit. Hitting the ball is really a question of timing and it's infuriatingly random as far as

the direction is concerned. Pitching, on the other hand, is all about

choosing the curve and speed of the ball. While fielding is fairly obvious, with

throws to the bases controlled by the D-Pad.

Cal Ripken is hardly deep and, if you're up against the computer, the best you can hope to do is stop your opponent from scoring. Not easy considering your SNES can hit a home run at will. The only other option is to try and hit as many homers as possible yourself.

You may as well forget the idea of normal runs, because wherever you hit the ball, there's a computercontrolled fielder waiting for the catch. It's reasonably good fun

against an equally cack human opponent, but at the end of the day, it's all a bit boring. DANE Baseball

Pretty grotty all round, really. Poor player animation and bland stadiums

That's it. Hold your bat well out of the way

Cal Ripken Jr

and head the ball. Should see you proud.

 The speech is the best thing about the game. All-American and loud...

Gameplay 📕 📕 📕 📕 📕 Shallow, with about three different things to do. Again and again. And again

Lifespan • If you've got a friend to play against the

game is more fun. Otherwise, forget it

The bottom line

Psychic computer opponents, gameplay that's repetitive and too demanding, plus it's all based on a game of rounders. Nothing to write home about. I'm afraid

Levels18 teams DifficultyHard Continues None

Release dateOut now

Final score

ave

HIP

Some great speech, and it's quite good fun with two players, I suppose , DR SPD

Oh look. It's another picture of two men, a bat and a ball. Whoopee! Hooray!

efore baseball bats became the weapon of choice for hard-up nutters, they

served a far more sinister purpose. Americans used 'em to humiliate themselves by playing a thinly disguised version of rounders in front of a massive crowd.

Apparently, Cal Ripken Jr is one of the big stars of the sport. At least, that's what I'm told -

COMAS

Grotty graphics, psychic computer opponents and over demanding play

To get the best out of

your batters, position

them towards the

front of the plate.

This will increase your chances of making a good connection with the ball, without sending it straight into the hands of some strangely psychic, computer player. That's the idea, anyway.





Transact from Dikono, facule Lone, came and an good foculiers

ımagıneer

You'll need a level head

(O) /A

The first levels are fairly simple, but things soon get taxing. So, to give you a hint about how things work in Humans country, here's a tactix box for the later levels.



1. The first thing on the agenda is the torch. So, go get it!



2. Then send a couple of people over to get the guy with the torch.



3. Now send him up the ladder and leave the rest down below.



4. Tease this guy into throwing the spear, but don't let it hit you.



5. Once he's thrown the spear, walk up to the bush and burn it.



6. Now send the other guys up. Erm, this one first, I think.



7. Once he's climbed the ladder, send the torch-



8. Using the two guys below, touch the grey block to open the gate.



9. Now simply touch the red block and you'll have finished the level.



Just so you don't get confused, the game will temporarily put a little arrow above the human you're controlling.



For an example of some really inhuman behaviour, check out big Frank O'Connor trying to get to grips with this frenetic, Lemmings-style puzzler.

latform puzzlers are tricky at best and infuriatingly frustrating at worst. Humans falls somewhere between the two, and while it borrows heavily from Lemmings, it's still different enough to be interesting in its own right.

For: Super NES (1 player)

The basic theme of the game is one which we're all familiar with, namely the human race. Starting from the very dawn of mankind, it's up to you to guide the early humans through various technological eras until they become men (and women) of the nineties. Trouble is, there are other species, dinosaurs being a prime example, who are also trying to run the world. But we can't let them beat us, can we?

To ensure mankind's traditional superiority over plant, beast and traffic cone, you have to figure out how to complete all 80 levels of the game. And although the main goal is to finish said levels, there are various sub-quests which you have to complete before you can do this.

From: Game Tek Price: £40



Human behaviour

It's not easy being a Stone Age man. There aren't any schools or colleges, and even your mum doesn't know how to build a decent fire. It's lucky for you then, that you've got a copy of TOTAL to tell you what's what...

You'll need to pole vault a lot on the early levels. But make sure you get

right to the edge of the platforms or you won't make it.



Simply point this at someone or something, and it won't come anywhere near you.

> If you don't want it. Drop it.



You shouldn't throw the torch, but it's useful sometimes.

Get the torch and you have

besides beer, of course.

fire. And let's face it, fire is the

bestest invention ever... Well,

If you wanna burn something, use this. Now, why on earth would you want to drop this?





If you want to scare the dinosaurs, stick out your torch.

If you need to throw the spear or get rid of a

dinosaur, use this

lovely icon.

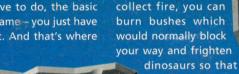
When you get the spear, you'll see some new icons at the bottom of the screen. These tell you what the new item does.

You might, for instance, have to rescue a fellow human, discover new weapons (like spears or fire) or simply get a human to stand on a glowing, red block. Whatever it is you have to do, the basic structure of each level is the same - you just have to figure out how to finish it. And that's where the weapons come in.

As you collect new armaments, you're able to do more things. Collect a spear, for instance, and you can not

HUMANS

A gentle game with some good puzzle elements. It's easy to get into and there are 80 levels



they won't eat you.

only throw it, you can

also use it to pole-vault

over gaps. Once you

Figuring out how you can use your discoveries in different ways is what really makes the game. You already know what each of the weapons does, but you've got to work out where, when and how to use them. And believe me, that's not as easy as

Add to that, the fact that the number in your tribe is limited (although you can increase it by rescuing someone), and you can see why you need a password at the end of each level. This doesn't mean you'll complete the game quickly, it just saves you repeating the earlier levels.

The graphics are functional, if a little plain. The in-game tune, on the other hand, is a

AMOEBAS

A slow-paced game with repetitive gameplay. It lacks the blood-pumping action of other puzzlers

nice, boppy, little number that buzzed around in my head all day, like the first song you hear on the radio in the morning. There are some poor, incidental animations, but the overall presentation is clean and friendly. It takes a while to break into and it's a bit fiddly in places. It's not as fast as Lemmings, either. Still,

it could be worth investigating, if you're sick of squishing rodents.



Humans

 Basic animation and blocky characters, but the levels are nicely drawn

Looks

 No real effects to speak of, but the ingame tune bops along nicely

 The controls take a bit of getting used to. but once you've sussed them, you're away

Lifespan

If you do get your teeth into this, you'll be here for a long time

The bottom line

"A neat puzzle game, but it's no threat to the Lemmings' crown. Still, with 80 levels, a password system and some unique touches, vou could do a lot worse"

Levels80 Difficulty Hard

ContinuesPassword Release dateMarch Final score



It's okay to send one guy across a dissolving bridge, but the rest of 'em will have to jump over it.



To be perfectly honest, this sub-game is a tad primitive. You simply thrash the button as quickly as you can. It's sort of like Track And Field with trains, only fifty percent less complicated. Good for kids, though.

Girls don't usually play with trains, but Dane'll make an exception - especially if she can tie her voung cousin

TRAINS

Lots of colour, lots of

variety and engrossing

for youngsters. This

should be easy enough

for the tiniest people

ou've got to admit it – that Thomas is cute. And he's so wonderfully British, too. Together with all his pals he lives in that wonderful, sunny, nostalgic, old-fashioned world of our childhoods... Sigh.

to the tracks...

What's that? You think he's a sad plonker who's about as street-wise as a nylon anorak? Well, that's because you're old, world-weary and cynical... And more than ten years old.

The fact is, Thomas The Tank Engine is aimed at very small people. The sort that couldn't stump up the cash to buy this cart and so rely on well-heeled parents (or cousins, dammit) to buy the cart for

For: Super NES (1 player)



• Well, it's all in bright primary colour and Gameplay

The bottom line

"Don't be fooled by the stoneage graphics and general lack of depth - Thomas The Tank Engine is a very well-judged, pseudo-educational game for youngsters. It could have been a whole lot better, though"

Levels8 games Difficulty3 ages Continues Infinite

Final score

them. Yep, I hate to say it, but my cousin Tom (who's about three feet-high) took one look at this and was hooked.

It's colourful, it's cute and it's got one of those pseudoeducational themes to it.

According to the instruction manual the game can be set for one of three age groups: Under-four years, five to sevens, and eight

> years and over. There are eight mini-games to choose from and between 'em they provide plenty of variety.

PAINS

It's all a bit shallow and

after a couple of goes

on each sub-game

you've seen everything

Want to know what they are? Well, there's a little (very little) trivia quiz, a sliding-puzzle which is based

on the same picture throughout the game, a points-setting exercise where you have to guide Thomas to the right destination, a jigsaw puzzle which (again) use the same picture every time, two races against your pals, a track-building game and a story-telling bit with only two stories.

The box and instructions make it seem like you're getting a lot of games. Which you do, but most of 'em are paper-thin. Never mind. Small children have this ability to watch the same thing again and again and again and...

> By SNES standards it's pretty crap, but kids aren't too hot on

> > Mode 7 theory, so you won't hear too many complaints from them.

The edutainment game market's starting to hot up now, and Thomas The Tank Engine, for all its clunkiness and

shallow gameplay, gives a young kid plenty to do. But it could have been a lot slicker and deeper. DANE



This is the hardest question in the game, get it wrong and it's all downhill.

From: TH-Q Price: £45

Settle down, kids, it's time for a story!

Thomas the Tank Engine has a couple of rather rivetting stories. Check this one out for thrill-factor.

The story begins with a redhot intro, dragging you into the excitement with little or no mercy. Nail-biting stuff this and highly recommended to fans of action thrillers.





Story modes should keep younger players occupied. At least, James thinks so and he's only halfway through the first story. Mind you, he looks very excited about it.

We've had to censor some of the sex and violence from this review, but here's one of the saucier bits of the story (as banned by Mary Whitehouse in the March of 1976).





Bertie challenges Thomas to a bit of joy-riding in Bristol city centre. Just off camera, the BBC2 Reportage team are waiting to get the full report for their shock exclusive.

The insults fly as the two mighty behemoths tear through the previously unspoiled countryside, destroying new age traveller encampments as they go.





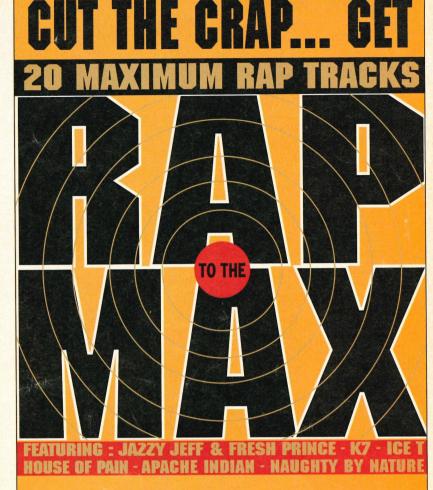
Thomas resorts to cheating as Bertie gets stuck at a level crossing. Is this the kind of message we want to give our kids? Cheat and you will win every time.

It's all getting a bit dull now, really. I reckon aliens or an explosion of some kind would spice things up a bit. There's no chance of a big Arnold Schwarzenegger movie here.





Oh god, this is just tedious.
Where are the spaceships and
the laser guns. What about a
high-jack or something. Eh?
This is rubbish, Bruce Willis
wouldn't appear in it.



ICE-T - THAT'S HOW I'M LIVIN' **K7 - COME BABY COME NAUGHTY BY NATURE - HIP HOP HOORAY HOUSE OF PAIN - JUMP AROUND** THE FLAVOUR - NO MATTER WHAT U DO E.Y.C - FEELIN' ALRIGHT A TRIBE CALLED QUEST - CAN I KICK IT **JAZZY JEFF & THE FRESH PRINCE CAN'T WAIT TO BE WITH YOU** (YES. THE NEW ONE!!!) DE LA SOUL - ME. MYSELF AND I **APACHE INDIAN - BOOM SHACK-A-LAK** STAKKA BO - HERE WE GO SALT-N-PEPA - PUSH IT **JAZZY JEFF & THE FRESH PRINCE BOOM! SHAKE THE ROOM** HEAVY D & THE BOYZ - NOW THAT WE'VE FOUND LOVE **MONIE LOVE - IT'S A SHAME RUN DMC - WALK THIS WAY**



HONKY - THE WHISTLER - SNOW - INFORMER

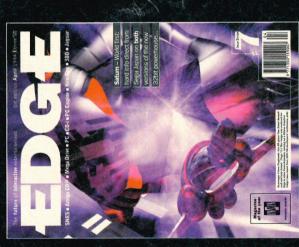
SOUL II SOUL - GET A LIFE

OUI 3 - FOR WHAT IT'S WORTH

Magazine of the year has been voted This magazine

by people working in the games industry

Don't you want to know why?

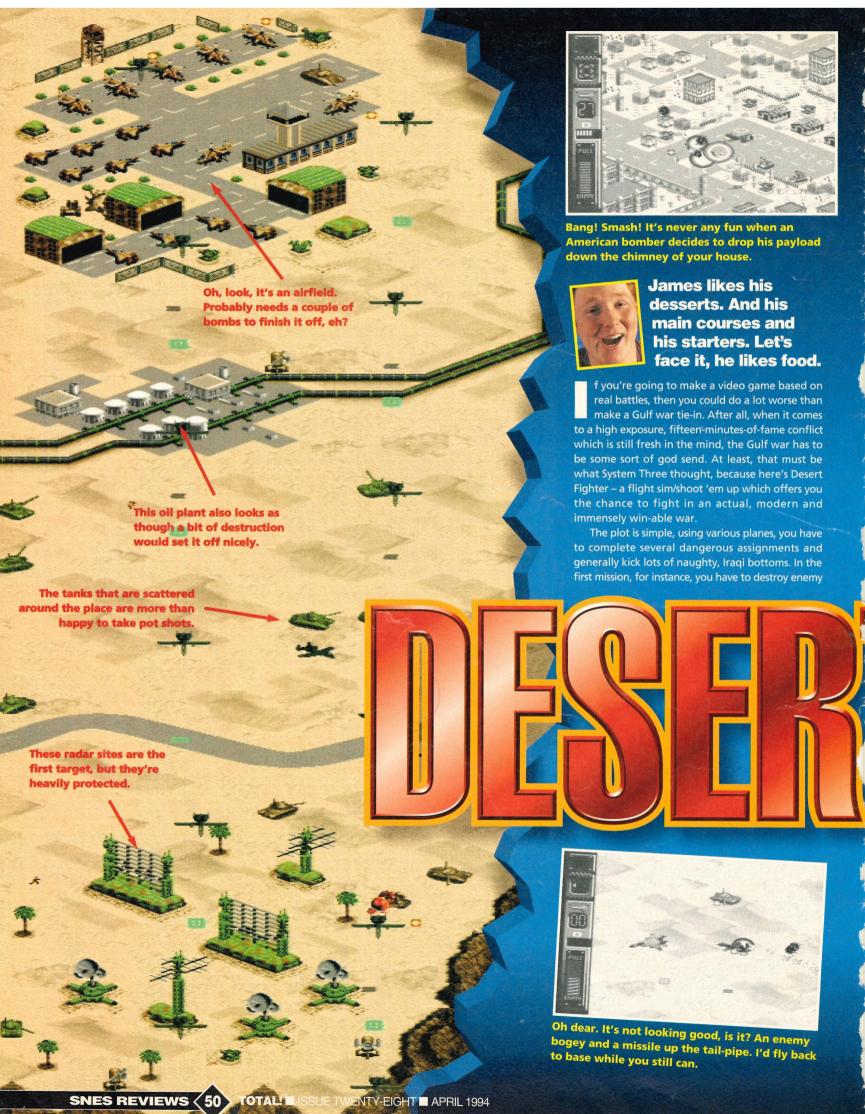


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If you like, you can choose to control this A-17 fighter bomber. Unfortunately, this particular bird is a bit knackered. Fighter pilots, eh? Tsk.

• The stills look fine, but it doesn't move well. Good maps and newscasts, though

 'Bang', 'Wop' – that sort of thing. There's some nice garbled radio talk, too

 You'd have to be a real war fan to like this. Even then you'd be struggling

Lifespan

 It's certainly tough and, if you can be bothered, it'll keep you going for ages

The bottom line

"Desert Fighter makes a bold attempt to blend arcade action with a 'serious' front-end. Unfortunately, it takes itself far too seriously, and the result is a monotonous rather than enjoyable game. Ah well..."

Levels	Lots
Difficul	tyMedium
Continu	iesNone

Release date....Out now

Final score

For: Super NES (1 player)

without getting ripped to pieces. You

can have as many attempts as

Many of the choices you

on the ground - eat up time. If, for

make - including those taken

you like, but you do have to

contend with a time-limit.

From: System Three

Price: £45

When you do finally get to what radars, so that ground forces can advance PLANES Highly complex, with detailed mission briefings and plane specs

you hope will be the good bit, namely the arcade-style, isometric flying, you'll be gutted to find that as bits go, it's far from good. The planes are ponderous and difficult to

control, and they look a bit grotty, too. It might well be true that a real plane is virtually impossible to turn on a six pence, but

> games are about escapism not reality. What's the point in pretending you're a highly-trained, deathdealing, fighter pilot if the consequences are just hard work? The complex front-end does lend authenticity, I

suppose, but it also makes the action itself too unrewarding. **JAMES**

The jet set...



Each of the planes has its own characteristics. For the first mission, which involves a lot of bombing, the A-10, or warthog is your best bet. They might be slow, but hey, they've got huge bombs and they don't care what hits 'em.

blokes in the hangar will tell you how long it'll take them to

PAINS tool the plane up to its full Unnecessary realism and destructive capabilities. slow flying bits make it all a bit pointless

Similarly, if you 'lose your bird', decide to check out intelligence reports, talk to HQ or view maps, a suitable amount of time is deducted from your overall limit.

example, you decide to try another plane or simply

reconfigure your weapons' array, the Kwik Fit



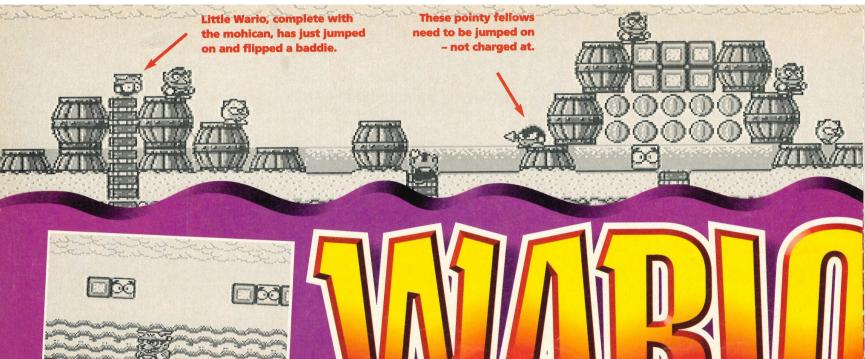
When you pause the game, this map pops-up. Which is handy, 'cos the Iraqis don't take kindly to enemy fighter pilots asking for directions.



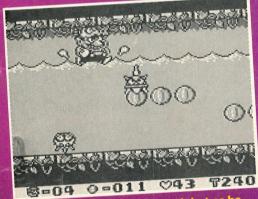
If there's a heavy, enemy air-presence, it's a good idea to neutralise it with a dedicated fighter, before taking your bomber in.



That's one less message that'll get through. You need to destroy eighty percent of the enemy's radars to finish level one.



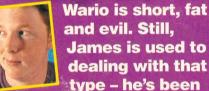
Quick sand drags Wario down into the mouth of an awaiting venus flytrap. What a way to go.



Wario wears the Dragon Breath hat as he splashes about in the water. But, hold on, isn't he walking on the surface?

per Mario Land 3

WARIOS



James is used to dealing with that type - he's been around Frank long enough.

imes are hard in the Super Mario universe. There's been a scandal over corrupt council house sales and Wario, with his criminal record and somewhat chequered history, has been refused a mortgage.

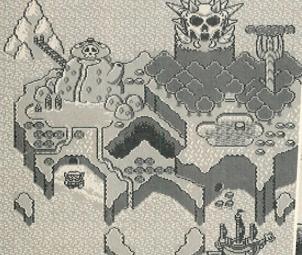
In Super Mario Land 2, Wario tried to steal Mario's castle, but his plans were thwarted by everyone's favourite Brooklyn plumber. (At least, they were if you managed to finish the game.) Wario's not the sort to give up, though.

Hence his new plan. The master villain's decided that if he can nick enough pirate treasure, he can buy his own castle. Well, it's got to be easier than working for a living, hasn't it? (How would you know, James? - Frank) Unfortunately for bad boy Wario, there's a whole new school of villainous tuff out there, namely the Kitchen

Tool Pirates. Wario behaves just like

Clever level design and Mario as he works his way plenty of variety. It is a across the Kitchen Island. Mario game, after all Except instead of collecting coins to rescue a princess, Wario is collecting coins to buy himself a nice, big castle. Which seems a far more sensible course of action, if you ask me. I mean who wants one of those royal types anyway? All those biographies

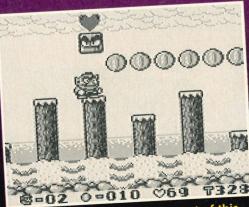
and sneaky photos - no thanks. Anyway I digress.



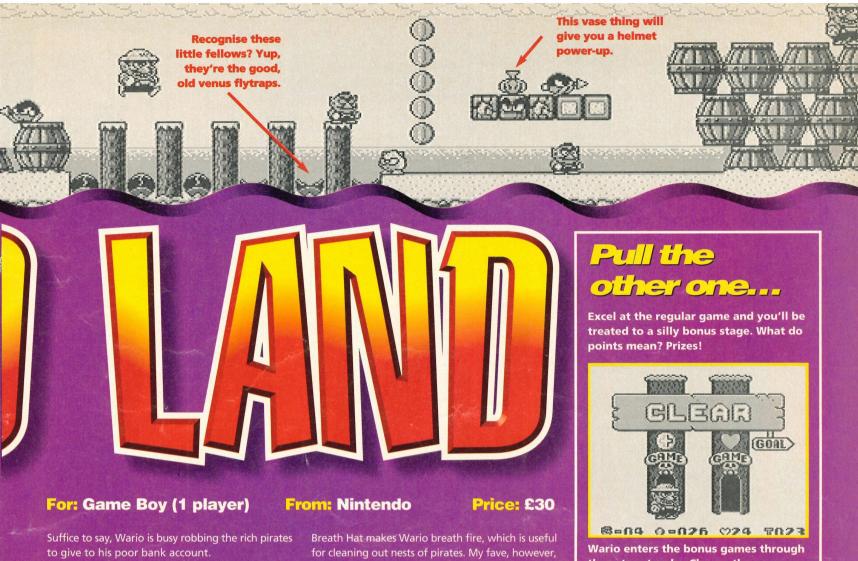
Land ahoy! This is where the action takes place - Kitchen Island. There are over 40 levels hidden across the island.



This bad guy chucks bombs at you. Nice codpiece, though.



Can you spot the hidden route out of this level? It's right under Wario's nose.



As you can imagine, the Kitchen Tool Pirates don't take too kindly to having their coffers plundered, and hence have rustled up a rag tag bunch to stop Wazza. Now, these bods don't offer much resistance initially and they largely show up as simple round things which you can jump

on, stun, and even pick up and throw. But as you progress, the pirates get tougher, until they end up sporting spiky outfits, waving swords and chucking stuff at you!

jealous, I suppose Wario's not going in naked, though. He's got his dungarees of course, but on top of that, he's also got a very fetching line in head wear. Different hats offer different powers. The Bull Hat turns Wazza into a stampeding bull, which is handy for charging the bad guys. The Dragon

is the Jet Pack Hat which helps Wario to fly, this is invaluable when you reach the wide chasms.

The level design is just what you'd expect from a Mario game. Graphically, Wario Land gives good eye, and the game itself includes plenty of intuitive exploration, experimentation, variety and rewards.

There are loads of different routes DADDY-OHS

through the levels, with oodles of secret passages. There are six different game-endings, and which one you see depends on how much treasure you've collected. You can wade through

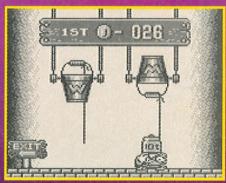
the levels in a few days, but it'll probably take you a few months to uncover everything.

Wario Land is a worthy addition to the Super Mario Land series. So, what are you waiting for? Go get it. JAMES

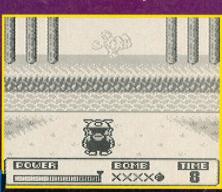
Well, those dear ol' Game

Gear owners will feel

these tree trunks. Choose the game you want and push up.



Pull one rope and you get cash, pull the other and you get a ten tonne weight. It's all a bit random, really.



This is much more fun. You gamble on your choice of range, then chuck bombs at bad guys.

Looks

 Slick backdrops, and sprites which are just full of character

 Usual tuneful warbles, and a new anthem for the Mario games

Gameplay 📕 📕 📕 📕 📕 📕

 Easy to master control system and lots of intuitive gameplay

Lifespan

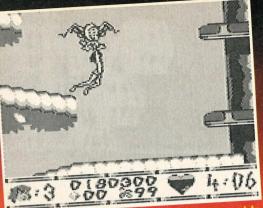
 With six different endings, it'll take ages to get the best outta this cart

The bottom line

"Yup. It seems that them Nintendo boys have done it again. The best of the series, so far. Great level design, loads of power-ups and a joy to behold. The Hedgehog is soundly thrashed, once again"

- LevelsOver 40
- Continues Variable
- Release date.....April

Final score



At the end of each level Mowgli hitches a ride with a huge vulture. A good trick, really.

If you grab one of these spades you'll be able to have a go at the bonus level. This involves digging your way into a bonus mine.





He can also swing on a vine like nobody's business. This might not be much use in other professions, but it's pretty much a necessity for a Jungle Boy like Mowgli.

IIIne



After a few months of Frank's 'civilised' company, Dane can see why Mowgli wants to stay in the jungle.

fter being abandoned at birth, Mowgli, the hero of both film and game, has been raised by a family of wolves, but all that's about to change. Shere Khan - the man-hating tiger's returned to the jungle, and the pack decides to send Mowgli to the safety of a man-village.

For: Game Boy (1 player)

However, Mowgli, who's grown accustomed to jungle life, and doesn't yet know the joy of Pot various misadventures with Baloo and VINES Probably one of the most Bagheera, he spies a girlie near a man-village and like any hotblooded bloke, he immediately

If you've seen Aladdin on the SNES you'll know just how well cartoon animation can adapt to game life. The

dumps his pals to be with her.

gorgeous Disney designs are rich in character and the fluid movement of the animation provides the perfect starting point for a computer game.

From: Virgin

There are plenty of branches to leap from and

Price: £25

vines to swing on, clamber along and shimmy up. There's also a wide variety of unfriendly, jungle wildlife including Kaa the snake and attractive games you'll ever King Louie's troop of monkeys. As well as knocking see for the handheld seven bells out of these crea-

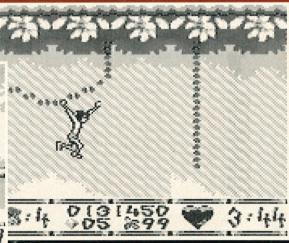
tures with his bananas, our plucky, young hero also has to find a certain number of jewels on each level.



The animation of the central character's lovely to watch. Here Mowgli struggles to keep his footing on a steep slope.

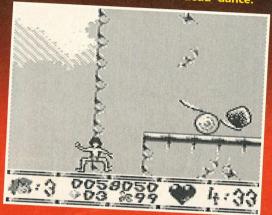


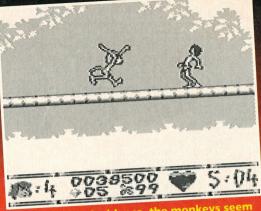
The various clocks you find scattered around the place give you extra time to finish a level.



More hand-over-hand action from Mowgli. It looks precarious - but hey- he's been raised in the jungle, you know.

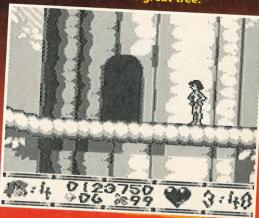
He may have been abandoned, but Mowgli's still part of his generation. This is the rave version of the 'Oo-er, I'm a bit dead' dance.





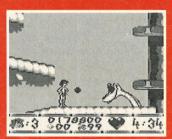
By a strange coincidence, the monkeys seem to have been modelled on the dancing of our own disco king, James. No, really.

These doorways act as lifts, taking our hero between levels in Kaa's great tree,



Kaa gets a kicking

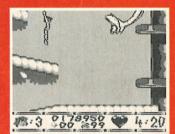
At the end of the second level you'll meet Kaa, the mesmerising snake.



Kaa's easy to hit when he first wakes up, 'cos he's still at the bottom of the screen.



At this height, a quick tap on the jump button gives you just the right amount of lift.



the middle branch here. A few more hits should do it.

Even given the Game Boy's obvious monochrome limitations, the graphics don't disappoint. The animation's fluid and responsive, and manages to move convincingly while retaining a positive feeling of control. There is a down-side to all the loveliness, though.

The jungle background, although beautiful, makes it hard to see the main action. A simpler, more contrasting background would not only have shown off the stunning animation, but also improved the gameplay

SWINES The overly ambitious backgrounds make it hard to see the main action

quite considerably. Still, it's the most attractive title your Game Boy's ever likely to see

and, once you get in to the game proper, you'll be having too much fun to pick faults.

The structure's based on staying away from the bottom of the screen and searching for gems. This far more important than avoiding the baddies, who only inflict minimal damage, and usually turn into health-restoring fruit. There's no real route through the levels, but it's best to explore all regions of the jungle while you're in the area, because it can be tricky getting back if you've missed one or two jewels along the way.

The gameplay is lovingly designed and even if it does over-reach itself slightly The Jungle Book is still one of the best games you'll get for your handheld. DANE

0

 Beautifully implemented characters taken directly from the Disney originals

• The movie's tunes and some reasonable FX boost the sound end of things

Gameplay 📕 📕 📕 📕 📕 📕

 Good, non-linear design, enjoyable swinging and climbing, plus good mechanics

Lifespan

 It's no push-over, and you'll want to see it again, even after you've completed it

The bottom line

"Wow! What can I say? The Jungle Book is a stunninglooking and highly playable interpretation of the classic Disney film. One of the bare necessities for your little, grey pal. Hey - trust in me!"

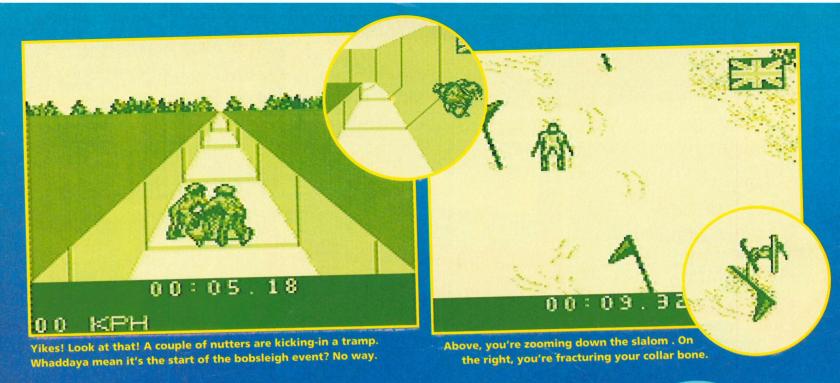
Levels12 Difficulty.....Medium Continues.....3 Release date......March

Final score



Go take a running jump

To make it across some of the wider gaps, you'll have to get used to the running-jump control. Hold down the throw button as you walk, and you'll accelerate enabling you to make longer leaps. You'll still need to be virtually pixel perfect in some places, or you'll end up falling off the bottom of the screen. Walk up to the gaps first, to make sure you know exactly where they are.



When it comes to frosty challenges, Dane's the boss. She's got a line of patter that'll stop a

lovesick rhino at five hundred paces. Just ask Frank...

a-hey, it's license time, again. If there's more than two people at any given event, you can bet your granny's pension book that one is trying to sign some kind of a deal for a software company.



Oh dear. Oh deary, deary me. You're not very good at this skiing lark, are you? Ah, that flag in the top-right explains a lot.

For: Game Boy (1 player)

With the Winter Olympics still fresh in everyone's mind, US Gold have seized on the chance to cash in on the frosty thrills of whizzing around the icy wastes of Norway. The game, Winter Olympics, has the official Lillehammer license and even sports the official logo.

Based on seven Olympian events, the producers are keen to push this cart on the premise that it's not just one game, but seven all for a

super low price. You can take part in a combined competition or practice individual events. The more

From: US Gold Price: £25

dangerous sports include downhill skiing, slalom, bobsleigh, ski jumping, freestyle moguls, and if you feel like GOLDS something more sedate, you Well, there are seven can gear up for the biathlon. varieties of boredom to Downhill and slalom are basically the same thing. You control choose from... the direction of your skier, the idea

being to keep to the optimum line. But that's not as easy as it seems, the controls handle very strangely and at first it feels like they've been reversed. Push one way and the skier seems to move in the opposite direction. (Press right and the skier



I can't see this careering-towards-the-edgeof-the-slope being an especially good approach, either.

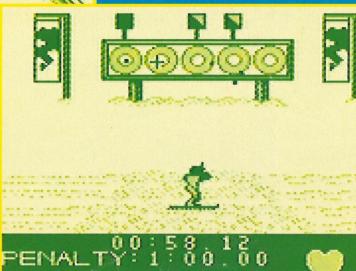


Even the British team should have no problem getting down this gentle slope. As long as they take it easy, that is.



The ski jump and the biathlon are two of the strangest sports in the world. I mean, who thought up these sports? Attila the Hun? Hitler? Ken Dodd?

Ere! I recognise him. That's that Eddie The Sparrow chap, isn't it?



moves to his right, but as he's facing you, he moves to the viewer's left.) Apart from this control trickery, however, the courses are fairly boring.

The freestyle moguls are slightly more interesting - only slightly, mind - with the addition of some flashy air-manouevres, including a 'helicopter' and flip using the D-Pad. The ski jump's more of the same - you press the jump button and use the D-Pad to control yourself in the air. Ho-hum.

There are only three non-skiing events, these are the finger-flexing Track And Field style events the bobsleigh, biathlon and speed skating.

The main object of these events is to use the waggle technique to get the fastest possible start, and then remain on the course. By maintaining the optimum line in the bobsleigh, you'll increase your speed and achieve a quicker time.

The biathlon and speed skating are much the same, but they're far too boring to talk about. Suffice to say, one has a moving crosshair and one doesn't. Winter Olympics might look

> like a bargain, but trust me, I've had more fun defrosting my granny's freezer. DANE



The ski jump is a nutter's sport. How do you learn? Eh?



Yet another one bites the dust, or piste, rather.



This is the end of the actual ski jump. Looks a little bit grotty to me. Still, what do I know?

Look, mam. It's the main events...

You can take part in seven authentic, in the cold sports, each represented by an official, olympic bendy figure.



The downhill.



The slalom.



The Biathlon.





Ski jump





Bobsleigh.



Erm. all seven

Winter Olympics

Looks

• Fine as far as the figures are concerned, but the courses are blander than GMTV

 This includes all the usual irritating, bleepy noises. Turn 'em off!

Gameplay 🔲 🗎 📗 💮 💮 💮

 The individual games are one-dimensional. As a whole, they're a cure for insomnia

Lifespan

It should only take you a few minutes to play and dismiss each of the events

The bottom line

"Seven dodgy games which, when added together, create one very dodgy game. Awkward controls and dull backgrounds. This is an abysmal title. A real snow-hoper..."

Levels7 events DifficultyEasy ContinuesYes Release dateNow





If you go down to the woods today, you're sure of a big surprise. Enter a tree and you won't pop out on the other side...



per on a level and you'll get a spade. You can use this to dig for buried treasure during a special bonus level.

From: Virgin

JUNGLE

James often cavorts naked in the jungle with his animal pals. But he promised to stop, if we let him review this game.



As you progress through the game, you'll see digitised stills from the original Disney movie. Bagheera the Panther is here...

he jungle is a strange and beautiful place. Strange, because of its bizarre animals which explode when you throw bananas at them. Beautiful, because this is

Disney. And The Jungle Book sure is one lovely game!

There's this bloke called Mowgli. Well, I say Mowgli, he was probably called Tony, really. Y'see, the poor lad was abandoned at birth and probably forgot his real name. Still, he did better than Blanka out of Street Fighter II. When he was aban-

doned in the jungle, he went green, grew fangs and learned how to harness the electrical powers of the jungle. Mowgli, on the other hand, simply fashioned some primitive boxer shorts, got a hippie haircut and ı learned how to sing.

Anyway, enough of this nonsense, let's get on with the game. Shere Khan, the man-hating tiger, has returned to the jungle and Mowgli's foster family – a pack of wolves can no longer protect the young man-cub. So, he has no choice but to join in this smashing, platform game and amble about the jungle, collecting diamonds and chucking nanas at all and sundry. No, I don't remember that bit in the film either.

Predictably enough the backdrops in The Jungle Book are very jungley - loads of trees, vines, holes,

Price: TBA



... And so is Kaa the snake. Enchantingly cute pics, don't you think? Hold on, isn't Kaa supposed to be a baddie?

For: NES (1 player)

SUE TWENTY-EIGHT

The

touch 'em, the

II take you i



e friendly elephants of the Dawn Patrol give you a ride. Watch out for the birds, though. Colonel Hathi, where are you now?



Mowgli looks concerned as his brother-in-law dances the Funky Gibbon. His family had such high hopes for him, too.



Mowgli shows off his underarm deodorant. Body odour? Not since I started using new Jungle Mud for men.



That disembodied head is an extra life, and not, as I first thought, the dismembered victim of some bizarre and terrifying ritual.



Mowgli shimmies up a rope, repeating to himself over and over, "That purple thing will be mine. It will be mine."

rope bridges, secret tunnels through trees, BUNGLES purple flowers, rocks, grapes and Some frustrating gamespecial banana power-ups. Cool play, but it's all part of jungle, right?

The backdrops are superbly detailed and the animation authentically reproduces loads of bits from the movie. Mowgli is

gangly, the friendly animals are cute and the nasty animals are scary. Everything's as it should be. The jungle is packed with scurrying critters of claw and scale, most of whom chuck themselves with reckless abandon at Mowgli. Some animals will help out though, like the lumbering elephants from the Dawn Patrol, who give Mowgli a lift.

The sound is great too, as it bleeps out all your old favourites (I especially liked the Bare Necessities). The gameplay can be a bit frustrating at times, but like all the best games, once you overcome a problem, you'll feel rewarded and fulfiled.

It's typical. Just when you're starting to think the NES is burning out - that everything which could've been done has been done - a game like this comes along to re-write the history books. (Well, only the bits about NES games. You can

keep the wars in for now!) The 8-bit's still got what it takes, and it's good to see that Virgin are still investing in the NES. This is a brilliant game, one that should grace any NES collection. In fact, I enjoyed this game so much that I've managed to get though this entire review without mentioning how vile Euro Disney is... Doh, and I was doing so well. JAMES

The bottom line

"Well done, Virgin. A new NES

game which no owner should

be without. Stunning, Aladdin-

style graphics and animation.

Looks **The Jungle Book** Detailed animation which actually puts one or two SNES games to shame Sounds All your favourite tunes are here and the effects are great, too Gameplay

 A few frustrating features, but I just love the swinging sensation on the vines

Lifespan Some tricky level design and bosses

which'll give you a sore thumb

Yes, this one has a bit more than just the Bare NES-essities. Hur, hur, hur, hur"

Levels12 Difficulty.....Hard Continues.....Available Release dateMay

Final score

This is a se will shoot skyward<u>s.</u> l

the game...

is snake spits venom at so get ready to take it



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like - all at once. Imagine - infinite lives, unlimited energy, special moves super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc.

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of the speed of the whole game. You choose from about 50% to full speed very effective with most games!





4 HOUR MAIL





ST4 2RS, ENGLAND.

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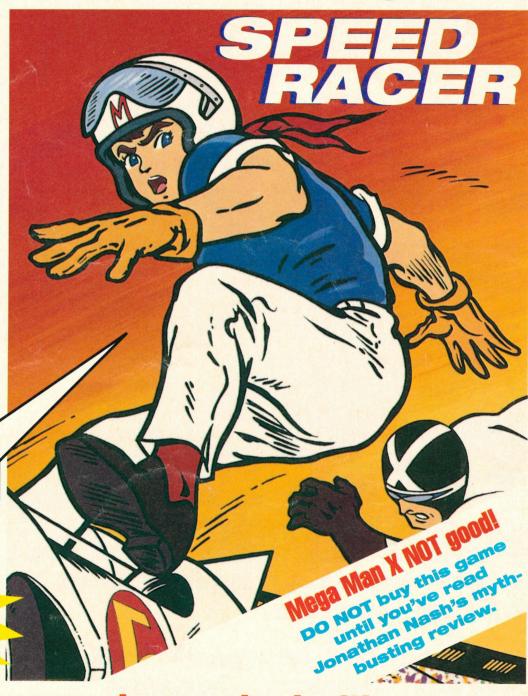
Maximum SNES GAMES Magazine

acing around the track Speed Racer has one final chance... If only he can grab April's Game Zone. Only there would he find the secret story of how this cult cartoon kid came to the SNES. Only Game Zone 18 would enable the boy Racer to thwart the evil Racer X, Snake Oiler and Captain Terror.

> "Gosh, I hope nobody gets hurt"

Tipped! The hardest games you'll ever play on the SNES:

Wolfenstein 3D, Flashback, Madden NFL 94 and Mega Lo Mania.



Game Zone, a magazine packed with verve, nerve, style and everything Super Nintendo

Next issue on sale 10th March





Issue 16 on sale Thursday 24 March

Frankie's Shorties: Small is beautiful!

Dear TOTAL,

I was wondering if you could send me some cheats for Nintendo games. Brian Fleck, Londonderry

Dear Brian, Sorry, you'll just have to read the cheat section like everyone else. Lazy git. FRANK

Dear TOTAL

Do you think my name is funny? Gideon Snodgrass, Gosport

Dear Gideon, Hardy, har, har. FRANK

Dear TOTAL.

When will Sensible Soccer be coming out on the SNES? It's already out on the Mega Drive. I've looked all over and no-one seems to know when it will be coming out.

Riccardo Williams, Lancashire



Over here, on the head, son. The ref's blind, ad lib to fade.

Dear Riccardo, It's in the shops now! FRANK

Dear TOTAL,

Do you have a fax? If so, what's the number and how should I address a fax to you?

Ian Kerrigan, Liverpool

Dear lan,

The fax number is printed somewhere in the mag. See if you can find it. FRANK

Dear TOTAL,

In Zombies, can you have two players on screen at the same time? Kirk Williams, Newport

Dear Kirk,

I do believe we said that in the review. FRANK

Dear TOTAL,

I don't know what football game to get for my SNES, because Striker and Sensible both got 94%. Can you help? Rhys Harries, Cardiff

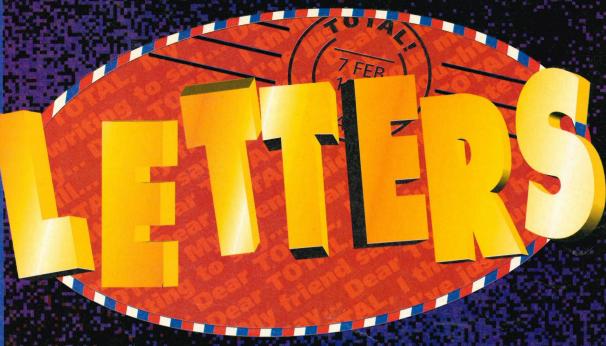
Dear Rhys,

No, I can't help. They are both equally fab. FRANK

Dear TOTAL,

What games, apart from Mario-Paint, work with the SNES mouse?

David Pascoe, Merseyside



Here it is, your chance to wax lyrical on a whole range of subjects. It's quite exciting, isn't it?

Mega sins

Dear TOTAL,

Wow! Awesome! How do you do it? The whole thing's perfect!
Anyway, I decided to pour my heart out to TOTAL, because it's the best mag available anywhere in the world. I'm writing to ask for your forgiveness. You see, I once owned a Mega Drivel.

After almost a year and a half of this pathetic existence, I bought the Mario All-Stars package. I thought that if I owned both machines, I could end the pointless squabbling between gamesters, by

making unbiased comments on the merits of each machine. How wrong I was!

The Super

Nintendo is a million light years ahead of the Mega Drive (or is it Mug-O-Drive?). I mean, look at Starwing, then look at F-22 Interceptor – there's simply no comparison.

I immediately sold the crappy system to an unfortunate vegetable and cashed in on a few new Super

Nintendo titles. Since then, my health has drastically improved.

I therefore come before you as a devout and humble convert seeking absolution. Will you grant me forgiveness?

Matt Yorston, Southsea

Dear Matt,

You've committed serious crimes against

humanity and have defiled yourself on an errant quest.

However, given your sincere contri-

tion, the great

Frankness will grant you absolution on the condition that you never, ever play with the Sega devil again. Amen. FRANK

Happy families

Dear TOTAL

I read in issue 15 of Super Play that M Bison is Chun Li's stepfather. That her real father is in the grave, and that her mother was raped by Chun Li's natural father, when he was drunk. Her mother then brought her up, training her to kill her father, without telling Chun Li who he really was.

Chun Li's mother married M Bison some time after the rape. Blanka is Chun Li's half brother. And Chun Li's natural father is Ryu and Ken's martial arts teacher!! Could you please tell me if any of this is true?

Write to TOTAL and win a fabbobrill Konami Write to TOTAL and win a fabbobrill Konami As Konami make the excellent Probotector, the equally wonderful Castlevania and a hear of other startlingly good

Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

Probotector, the equally wonderful Castlevania and a heap of other startlingly good games, it's definitely a prize worth winning. So get writing and don't forget to say in your letter what format you want if you win (although we get to choose the game itself).

WIN! WIN!

LETTERS 64 TOTAL! ISSUE TWENTY-EIGHT APRIL 1994

Weird places I've played

My Game Boy



(Number 25)

NAME Matthew Cowan AGE 11 FROM Creef, Perthshire



Weird places don't come much stranger than this. Matthew Cowan from Creef in Perthshire plays his Game Boy perched on top of ten foot hedges. Still, at least he didn't feel the urge to straddle the rose bushes beneath him. That would have certainly given him a thorny problem.

Oi! We know you weirdos are out there! Send all those pictures of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really unusual ones and send you a spanking new game for your hand-held (well, after we've played it a bit first).

While I'm about it, how do you get past the boss on level 4 of Kirby's Adventure?

Greg Sheal, Grudenboy

Dear Greg,

You're obviously a bit of a sad chap. Everyone in the world knows that Kirby is actually Blanka's dad and that Bowser's his mum. And considering there's absolutely no family resemblance, I think your version of events is a complete load of tosh.

However, in Super Street
Fighter, Cammy used to be M
Bison's girlfriend. Dee Jay was
Blanka's squash coach when
they lived in the North Pole
and T Hawk lives in a teepee
beneath Cammy's military
beret. Honest. FRANK

Seen it all before

Dear TOTAL,

I've been an avid reader of TOTAL

since issue one and it just keeps on improving. One thing bothers me, though. Namely, the rate at which the console market moves.

I mean, you go out and buy a console and by the time you get home, it's just been

made obsolete. I sold my Game Boy to raise the cash to buy a Super NES, and now everyone's talking about the Hyper SNES, Jaguar and 3DO. Will all the software companies forget the Super NES in this new wave of gaming?

Oh, and here's a couple of questions for you.

Is PGA Tour any good? Or would I soon get bored?

Does the absence of gore in Mortal Kombat really affect the gameplay?

If you set Pop 'N'
Twinbee on the
highest difficulty
setting, is it still a bit
too easy?

Why, when a game like Pop

out, do all the magazines say, "It's just another shoot em up, you've seen it all before," yet, when Super Mario All-Stars was released, they regarded it as something



We love you, Mazza. Oh yes, we do... Dear David, Lemmings, King Arthur's World and Wolfenstein 3D. FRANK



The SNES mouse. Yup, there are plenty of games for it.

Dear TOTAL,

Which is better, NHLPA Hockey or Bulls Vs Blazers? Joson Breen, Co Down

Dear Joson, Hockey. By an icy mile. FRANK



Slippery people prefer NHLPA Hockey by far. Eh?

Dear TOTAL,

Are you going to start a TOTAL fan club? If so, I'll be the first to join. lan Kerrigan, Liverpool

Dear lan.

You are now the first member. But you don't get nowt. FRANK

Dear TOTAL,

Have Nintendo made any changes to the Game Boy since 1989? Karl Kiernan, Hertfordshire

Dear Karl,

No, it looks like the Game Boy's well on the way to being a design classic. FRANK



Dear TOTAL,

I'm writing to advise you of my change of address (stated top right). Change will take effect immediately. Steve Harris, Cumbria.

Dear Steve, Oh, right. Well, erm, thanks very much. Eh? FRANK

Dear TOTAL,

Will Lemmings II or Xmas Lemmings come out for the SNES? David Pascoe, Merseyside

Dear David, Lemmings II should be coming out later this year. I've played it. It's great. FRANK

Art of the matter

Dear TOTAL,

I thought I should put biro to paper and ask a few questions. Please could you answer them?

- Who's your artist? His pic of Game Boy Starwing in Issue 24 was Mega!
- What's the maximum amount of bits you can have in a single NES cart?
- My mate, Alex, reckons there's going to be a game called Mortal Kombat Ultimate Challenge for the Nintendo formats. And that it will include all the gore and two more characters. Is this true?
- I read in Aliens Magazine that there's going to be a game

called Operation: Aliens. Will it come out on the NES or SNES?

What do you think of the following books: How to Beat Nintendo, How to Win at Nintendo Games, How To Win at Super Mario Bros. Games and Super NES games secrets?

Martin Wray, Leicester

Dear Martin,

We have two artists – Lam Tang and Brad Merrett. The Starwing pic is actually the Super NES version with the colours changed.

28-bits. The NES power supply wasn't built to handle much more than that.

No.

Nope.

They are all lovely and fluffy, with good, solid gameplaying tips. FRANK



Reading a book! Would it be the most frightening challenge you've faced since you bought your Nintendo? Probably.

Dear TOTAL,

Why don't Nintendo give everyone a motherboard and just flog the chips? They'd save a fortune on all the plastic

John Kennedy, Middlesex

Dear John,

Well, they wouldn't look very good for a start. Plus, the ROM chips used are very small and delicate things, so the chances are, people would end up losing or breaking them. You might as well say the same thing about cassettes. Why not just sell the tape and use reel-to-reel recorders? FRANK

Dear TOTAL,

I've heard that Nintendo have scrapped the idea of making a CD add-on for the SNES. Is this true? Michael Sangster, Edinburgh

Dear Michael, Yep, and rightly so. FRANK



The CD that never was. Who needs it, anyway?

Dear TOTAL,

Which football teams do the TOTAL gang support. **Grant Newlands, Edinburgh**

Dear Grant, Whichever one is winning. FRANK

Dear TOTAL,

Why didn't Nintendo give the UK SNES its own design, instead of just ripping off the Japanese Famicom? **Barry Dalton, Dublin**

Dear Barry,

It costs a lot of dosh to design a machine. So why bin a successful design? FRANK



We like this design, all smooth and lovely.

Dear TOTAL,

Do you think Sega and Nintendo will ever work together? **Mark Worley, Oundle**

I wouldn't count on it. Sega and Nintendo are bitter rivals - the sort that would probably have a fight in the carpark, if they ever met. Besides, why should Nintendo help Sega out? FRANK

completely new, rather than just another platform game? Nathan Baker, Cambridge.

Dear Nathan

- Yep, it is. And, given the fact that you like golf, no you won't.
- Don't be silly, of course it doesn't. There's no interaction between the gore and players, so what on earth could you be missing?
- No, not particularly.
- Games which are purely formulaic, (ie: where the makers haven't added anything new to the genre), are always going to be knocked, Mario All-Stars, on the other hand, takes a fresh approach to the platform genre, and it deserves praise for that. FRANK

Dear TOTAL,

I got an A1200 for Christmas, but I'm still faithful to my SNES. The reason I'm writing, is because Amiga Format announced that "the crappy SNES is an 8-bit machine, which only has a 16-bit graphics chip." If this is true, doesn't it mean that the SNES only has the same processing bit as my **NES and Game Boy?**

I'm confused, Nintendo originally hyped-up the SNES as a 16-bit machine, please could you set the record straight?

Also, could you tell me whether it's legal to rent SNES games, because my local video store does? Stephen Gibson, Herts

Dear Stephen,

Amiga Format are just upset because there still aren't any decent platform games or

shoot 'em ups available on the Amiga. The Super NES has better graphics, better sound and better games than the Amiga. It also costs less and is, to all intents and purposes, a 16-bit machine.

It isn't legal to rent SNES games. Not yet, anyway. FRANK

Dear TOTAL

Your magazine is by far the best SNES, NES and Game Boy mag ever to grace a shop's

shelves. Right, now the questions.

What has happened to the game FX Trax? is it still coming out?

What ever happened to the **Hornby Super Deck?**

I thought the art supplement was great. Will there be another one?

Can you tell me whether the Nintendo version of Sensible Soccer be even better than the Amiga version?

Jamie Holiday, Leeds

Dear Jamie,

Yes, although it's been renamed Stunt Race FX (see the exclusive feature in TOTAL 27). It should be out fairly soon now - and it's looking very, very special.

Hornby have decided not to release it. The low price of the NES makes it an unrealistic prospect.

We hope so.

Yep, we think so. The new control mechanism used in the SNES version makes it far more playable than the fiddly old Amiga version. FRANK

Dear TOTAL,

First, I'd like to congratulate you on a totally brilliant mag, and now I'd like to ask a few questions.

On the Sega ads they claim that the Mug-O-Drive is the most powerful 16-bit games machine ever created. So, why did it take 24 Megs to produce Sega's Street Fighter II, when the SNES's version, SFII Turbo (which is faster and has much better graphics) only took 20 Megs?

Space Hulk is an EA game for the Amiga. It's a conversion of a Games Workshop board-game and I've heard that EA are working on two other games -

Aspect Warrior and Kult Of Speed. Will any of these games be coming out for the SNES?

Steven Russell, Maidstone

Dear Steven,

I think you already know the answer to that. The SNES is a much more powerful games console.

Not a chance, I'm afraid. Those games are just a bit too obscure for console owners. FRANK

Dear TOTAL,

This letters is in two parts. The first is about how great TOTAL is. Your mag is excellent. Right, on to part two - the questions.

In Issue 24, you said that it was great that the NES and its games were now going to be much cheaper. I can't help thinking, however, that this

ex change

Dear TOTAL,

I think TOTAL is brill and would like to ask you some questions.

I saw a Hyper Nintendo in issue 25. Is it like the Mega CD, you know, something you plug into your SNES?

woman?



After dedicated research, we can Is Dane a man or a safely say, Dane's all woman.

What's the best Pinball game on the GB?

Is Tetris 2 as sad as Tetris, or will the game actually be decent and exciting this time? Chris Brookes, **Bournemouth**

Dear Chris,

Nope, it's a whole new system.

She's all woman 2 (Grrrrrrowl).

It's got to be either Gator or Kirby's.

What do you mean? **Tetris** is not sad. It's addictive, it's fun and it's great. So there! FRANK



Kirby gets his balls pinned. No that's not quite right.



heralds the end of the NES, and that this is simply a ploy by shops to get rid of unwanted stock. What do you reckon?

Away from these tales of doom and on to the whinging. I've read many letters complaining about how American and Japanese players enjoy full-screen SNES action, while we are limited to a letterbox display. What I want to know is, since different carts are required for the UK market, why can't they be manufactured for a full-screen display?

Matthew Coates, London



Spot the difference? Yup, completely different scre

Dear Matthew,

Don't be so paranoid. If you enjoy NES games and they cost less than before, why complain? It's an undeniable fact that the NES is in decline, but then people have been writing it off for years. There's life in the old girl, yet.

Your Super NES simply doesn't know that the bands at the top and bottom of the screen exist. It can't see them or feel them and, most of all, it can't do anything about them - no matter how the carts are produced. Sorry, Matthew, but that's the way it is. FRANK

THE PARTY OF

Dear TOTAL,

In your last issue, you had 24 pages of Super Nintendo reviews, 13 pages of Game Boy reviews and only four pages of NES reviews.

Now, this is all fine and dandy for those smarmy SNES players, but for poor, little children who just happen to have skinflints for dads, it's a bit unfair. So, I put it to you:

Are there really so few NES games coming out? Or are you just not bothering to review 'em because the SNES games are better to play and review?"

My dad (the afore mentioned skinflint) won't buy me a Super NES, because he says that as soon as he does, Nintendo will bring out a new system which will play CDs and everything. Is there any truth in this?

Catherine Pilbeam, Isle Of Man

Dear Catherine

Look, anything which is worth covering is covered. The sad truth is, there are less NES games being released.

The SNES is the best console currently available and it also boasts the widest range of quality software around. Software companies won't give up on a system while there's still money to be made - and the SNES is making money-a-plenty. New consoles are being developed all the time, but if you're waiting for the final system, you'll be waiting forever. FRANK

Dear TOTAL.

I'd like to say how good your magazine is and how I liked the covers on issues 24 and 25.

I'm writing to you for the first time. I'd like to know why the NES fell in price so quickly. It used to cost around £100, now you can pick it up for just £40. The SNES was around £150 and now you can get one for £100. But, the games are still as expensive as ever. Why? They only cost about £10 to make! Paul Hannam, Folkestone

Dear Paul,

It's a dirty business, video games. The carts are expensive because three companies have to make money from them. First Nintendo, then the software house and finally, the shopkeeper. Hopefully prices will fall soon, but don't hold your breath. FRANK

Dear TOTAL,

What difference are certificates on games going to make? Under-age children will just get older friends to buy them. And it's no good

saying, "Well, it's up to the parents not to buy it!", because most parents aren't even aware of the kind of violence in these games. Dave The Rave, Peterboroug

Dear Mr Rave,

Parents are aware. It's on TV, in the papers and on the radio. Hopefully, most parents keep an eye on their nippers. FRANK

Dear TOTAL.

After watching the Children In Need 3D thing, a thought hit me. How about making a game in realtime 3D using those special glasses. Chris Burke, Inverness

Dear Chris,

I think it's already been done and it was a bit pants. FRANK

Send all your letters to: **TOTAL Letters** 30 Monmouth Street, Bath, Avon BA1 2BW

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an SAE.

Here's that TOTAL team in full

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Will Groves US Correspondent Neil West

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Dear TOTAL,

Is Mortal Kombat 2 coming out for the SNES? If so will it have gore? Ricky Lane, Berkshire

Dear Ricky.

Rumour has it that it should be out this summer. Although why you're so fussed about the gore, I don't know. Surely, it's the gameplay which counts?

Anyway, the new game actually includes a set of friendship moves, instead of the gore. We'll be bringing you the full story in the very near future. FRANK

Dear TOTAL

In your Cool Spot review in TOTAL 24, you printed a screenshot of Cool Spot playing with his yo-yo. Next to him was a 7-Up sign. When I reached that point, however, the logo wasn't there. How did it get in yours? Mikey Ball, Kent

Dear Mikey, Very observant, very observant, indeed. A man should learn to keep his mouth shut or he could get into some nasty trouble. Some very nasty trouble, indeed. Just kiddin', Mikey. The screenshot in question was taken from the American version. There wasn't any special reason for that, except that we couldn't find the UK version at the time. FRANK



F-Zero. Look out for the Retro review next month.

Dear TOTAL,

Apart from the brilliant Super Mario Kart, what's the best driving game for the Super Nintendo? Ricky Lane, Berkshire

Dear Ricky,

We gave F-Zero a stonking 91%, so that's probably a fair bet. Some of us also have a bit of a soft spot for Nigel Mansell, although that only received 71%. FRANK

Dear TOTAL.

Please could you tell me how to clean my SNES cartridges. It says on the back of the carts that you should clean them regularly. I've studied the precautions and maintenance manuals, but I **Adrian Leavitt, Oxford**

Dear Adrian.

I think the best solution is just to keep them in the box when you're not playing with them. That way they'll be protected from dust and other contaminants. Still, if you're feeling particularly house-proud, you could try hoovering them, I suppose. FRANK



Want to show the world how smart you are? Well, just send all your tips, codes 'n' cheaty bits to: Tactix, TOTAL, 30 Monmouth St, Bath, Avon BA1 2BW, and we'll do your gloating for you.

JURASSIC PARK



We'll show you how to beat the T-Rex in the Q & A section, but for TACTIX now, here's a smashing

level select cheat. On the high-score screen, enter the following sequence twice: UP. DOWN, RIGHT, UP. DOWN, LEFT and SELECT. Now if you press START, SELECT, A and B you can skip through the levels. Thanks to Timberland geezer, Paul **Hemmes** from the West Midlands for that one.



I don't care how tall you are. You're not going to frighten anyone with those stubby arms.

STAR WARS



To stock up on lives. enter Obi-Wan's cave and head right. Drop down to the big plat-

form near the end. Now go left until you reach a wall where you can drop down again. Jump down to the platform below you and continue down to reach the long platform. You should now see a small platform on the left. Use this to jump through the wall and into a room with two hidden lives. Keep doing this and you can get seriously stocked-up. Thanks

to the Tipmaster from Middlesex for that one.

ALIEN 3



To get tough on this atmospheric burn 'em up, follow this simple

method. For infinite weapons, press A, B, Y and X on joypad 2. Then press X on joypad 1. For invincibility, follow the same sequence for joypad 2, then press A on joypad 1. To turn the invincibility off, do the same thing again, but press B on joypad 1. Thanks to colonial marine, Tim 'Hicks' Garland



Don't you just love being in control? Ripley gets all the gas she needs.

BLASTER MASTER



Nice little game this, neat graphics and plenty of exploring gameplay. But what

you really need is this top cheat to sort out all those nasty bosses. On levels 2, 4, 6 and 7, throw a grenade at the guardian, then pause the game while the guardian flashes white. Leave it for a minute or so, then when you restart the action, the

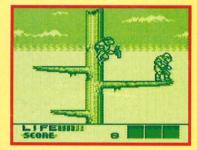
guardian will be dead. Paul Miller from Pinchbeck shared that one with us. Nice one, Paul.

TURTLES 3: RADICAL RESCUE



If you just can't wait for the after-game shower and pizza, then enter TACTIX 1HHHHH2 as your pass-

word, this'll take you straight through to the final match of the game. Cowabunga to Karan Sampat from Kent.



Michelangelo investigates recent claims that acid rain is on the increase...

TURTLES TOURNAMENT **FIGHTER**



To vary the speed on this excellent beat 'em up, wait TACTIX until you see the

title screen, then quickly press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A on joypad 2. (If it's worked, you should hear Aska shout.) You'll now be able to change the speed on the options screen. Thanks to Keat Looi from Hillingdon. Nice dry slope, eh?

SUPER SOCCER



To play as the Nintendo team, simply select a TACTIX two-player exhi-

bition game, then let player 1 choose his team. Next hold down B and START. Player 2 will now compete as the Nintendo team. Thanks to Mohzur Ahmed from Birmingham.



Bloody goalies. They always have to make it look so dramatic, even when it's wide.

STREET FIGHTER II **TURBO**



If you reckon your well 'ard at SFII, then this tip could be right up

your street. When the Capcom logo appears, press DOWN, R, UP, L, Y, B, X and A. If you now select a oneplayer game, all your special moves will be disabled, but the computer opponent can still access his or hers. Thanks to Eddy Robinson from Cambridge for that.



These boots are made for walking, and that's just what they'll do...

STREET FIGHTER II



Balrog and M Bison are tricky souls, but if you select Zangief and

then do a continuous spinningclothesline move, you'll thrash 'em every time. Tip courtesy of Giles Seal.

B.O.B.



Uh-oh! It's code time again. All the levels, all the codes and all the

cheating clout of Adam Eunson from South Glamorgan.

Level 1: 530237 Level 2: 462893 Level 3: 905781 Level 4: 583721 Level 5: 370439 Level 6: 633059 Level 7: 960379 Level 8: 683349 Level 9: 110674 Level 10: 853268 Level 11: 950745 Level 12: 923571 Level 13: 570836 Level 14: 103495 Level 15: 481376 Level 16: 713852 Level 17: 171058 Level 18: 743690 Level 19: 901588 Level 20: 574471 Level 21: 671255 Level 22: 103928 Level 23: 481773 Level 24: 144895 Level 25: 361497 Level 26: 574132 Level 27: 711894 Level 28: 775895 Level 29: 361897 Level 30: 704526 Level 31: 472149 Level 32: 775092 Level 33: 652074 Level 34: 614906 Level 35: 862341 Level 36: 605237 Level 37: 072251 Level 38: 635184 Level 39: 272578 Level 40: 605463 Level 41: 672451 Level 42: 575381 Level 43:752790 Level 44: 265648 Level 45: 302653 Level 46: 845527 Level 47: 382975 Level 48: 426081

THE LEGEND OF THE **MYSTICAL NINJA**



Hey, would you like to finish Legend Of The

sling it in the bin? You would? No problem. Enter the code k>9DHqZ or :jd20♥; and you'll zip straight through to the last stage. Thanks to game-cracker, Aaron Matthews from Southampton for that one. Up the Saints, eh, Aaron?



Hmm, that Michael Fish bloke warned me that there'd be days like this.

JIMMY CONNORS PRO-**TENNIS TOUR**



Jack and Bob are having a man-toman in the locker room

"Shucks, Bob. My tennis is okay, but my serving game's all messed up. I also have problems with my haemorrhoids and greving hair."

"Well, Jack. I had all those problems too, but then I tried Grecian 2000, Preparation H and this great cheat from Giles Seal in London."

"Giles sorted out your haemorrhoids?" "No, but he did teach me how to serve on Jimmy Connors Pro-Tennis Tour. Go to the Exhibition mode, select the Hard Court and then choose AKIRA. Now use B to serve and you can't fail to get an ace - even against the computer."

"Thanks, Bob. I feel so much better now we've had this little chat. By the way, have you got any idea what can I do about my sagging jowls?"



'Ere! Shouldn't those tennis players be dressed in white flannel, or something?

LAMBORGHINI AMERICAN CHALLENGE



Fancy making a quick 6,500,000 bucks? You do? No sweat, young

Stephen Pick from Bristol has the perfect solution - and it's all perfectly legal, too.

On Division 1, go into Jefferson and bet loads of money - but make sure you have enough for Cheyenne. Lose the race (don't come in first, second or third), then bet all your money in Cheyenne.

Now, make sure you lose the race and get caught by the police for speeding. After you've completed the course, you'll be fined by the local bobbies. But instead of losing loads of money, you actually end up with a staggering \$6,500,0000. Strange, but true. Now for some Professional Division passwords.

SLY in Professional Division with \$4033400: HPFVVLTMRLJBNVNW JOE in Professional Division with \$4380000: MCBRLCPNRLJBRVWV PAM in Professional Division with \$4610000: LMBTGCGPRLJBBNTM



Two Lamborghinis race over a vast fawn and beige chess board. Now we're partyin'!

UNIVERSAL SOLDIER



Hard one to get hold of, this. Grahame Woods from Northumberland TACTOX has sent us in the level

codes, though, So, off you go. Oh, and thanks, Grahame.

Level 2: GPTJL Level 4: SMDBC Level 6: NKVPZ Level 8: BCMVG

Level 3: QWYRW Level 5: FHFMB Level 7: DFMWX

Level 9: STBBH Level 10: TBGNT

FAXANADU



Fancy getting a bit of a head-start in this brill adventure title? How about starting

off in the town of Forepaw as a Chevalier? How about if we throw in a hand dagger, long sword, small shield, Deluge, key Q, red potion, mattock, some leather and studdedmail armour and a pair of Wing Boots? Yeah? Okay, just enter gHpYACtkUklAcDP as your password and it's all yours. Alexander Macleod is the lad to thank.

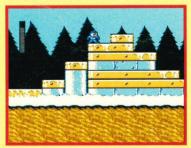
MEGA MAN IV



If you wuz a man then you'd fight your way through the levels, but as you're

a fat, lazy slob, these level codes are going to come in handy! Thanks to Matthew Davies from Gwent.

Toad: A3, A5, A6, B1, D1, E3 Bright: A1, A3, A5, B2, D1, E5 Pharaoh: A1, A5, B4, C1, D1, D3 Ring: A1, B4, B6, C4, D1, D3 Dust: A1, B4, B5, D1, D3 Skull: A1, B4, B5, D2, D3, F2 Drill: A1, A4, B5, E2, F1, F3 Dive: A1, B4, B5, E2, E6, F3 Wiley's Castle: A1, A4, B5, E2, F1, F3



"Excuse me. Is this the antifreeze factory?" Times are hard in Mega Man IV.

METROID



Want to get the password, without jumping into the TACTIX lava and waiting for

your energy to run down? Well, all you have to do is pause the game,

then press UP and A on joypad 2. Simple as that. Thanks again to **Matthew Davies from Gwent.**

LAWNMOWER MAN



The world can be yours with this t'riffic tip sent in by Alex Conway

from London. Pause the game, then press B, R, A, SELECT, Y, A, B, Y, A and B. Next re-start the game and then pause it again. Now, it's time to make a decision. If you want a level select press A, L and L. If you want infinite lives, however, press R, A, SELECT and Y. If you want to skip to the end of the current VR section, press A. If you want a Bacon Double Grease with all the fat, then pop out to a fast food establishment. Eh?



Doctor, doctor! I keep seeing spots in front of my eyes...

WING COMMANDER: THE SECRET **MISSIONS**



Kilrathi sneers at Human Empire. Human Empire

shove. Things get out of hand - and the universe is consumed in a war which threatens the entire human race. But, it doesn't have to be like that - not if you are a cheat, anyway. When the title screen appears, simultaneously press L, R, SELECT and START on joypad 2. The music will then fade away and you'll be presented with an option screen. You'll now be able to choose your series, mission, music and sound effects - you can even become invincible. Thanks to Mick Hawksworth from Brighton.



Wing Commander gives his joystick a squeeze.

ROCK 'N' ROLL RACING



Now, you might not think that the Vikings had much use for

high-powered sports cars. But you'd be wrong. Why else would there be a hidden option in Rock 'N' Roll Racing to play Olaf The Viking?

To reach the Norse chappy, start a new game and go to the Select Hero screen. Then simultaneously press and hold L, R and SELECT. Keep holding them as you scroll through the players until Olaf appears.

If you press those same buttons and then go to the Select Planet screen, you'll be able to choose Inferno during the Versus mode. Simon Dawes from Swindon in Wiltshire is the guy who sent that little lot in. Cheers, Simon.



On your marks. Get set... Hold on, who's nicked my starting pistol? Come on, own up!

YOSHI'S COOKIE



To select an extra round on the Tetris-style puzzle game, Yoshi's

Cookie, use joypad 1 and select the action option. Set the round number to ten, the speed to high and the music type to off. Now, press and hold L, R, SELECT and START on joypad 2. (If the cheat's worked, you'll hear someone shout Yoshi.)

You'll now be able to play right through to round 99. There still aren't any chocolate Hob-Nobs around, though! Barry Dalton from Dublin is the tips maestro responsible for that one.



Erm, I'll have a jammy dodger please, Bob. No hang on, that's not right.

WING COMMANDER



Who's afraid of a bunch of stupid armour-wearing cats anyway? To

get a stage select on this space sim, press B, A, B, Y, B, Y, L, A, R, A and **START** when the title screen appears. That's another one from Dalton in Dublin. Cheers, Dalt.



Midnight, and all is quiet in the dorm of the Wing Commander branch of the YMCA.

POP 'N' TWINBEE



What with the smashing, new Pop 'N' Twinbee game just out, we

thought the time had come to take a look at the good 'ol original.

And you don't need to worry if you've already completed it, because Sam Reeves from Durham knows how to make it harder than ever before. Go to the option screen and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. Thanks, Sam.



The Pineapple Society holds their annual Blues Brothers party. Jake, Elwood and Chunky.

MARIO'S LOST LEVELS



Here's a cracker of tip. To get an extra life and Ioads of fireworks

at the end of each stage, wait until the penultimate number of your score is five. Then collect 55 coins and run straight through to the end of the stage. Jump onto the flag pole when the last number on the timer is 5. If you get this right, you'll receive the 1-Up and all the pretty fireworks. Thanks go to Carl Francis from Seaford. Nice one, Carl.

SUPER SWIV



Super Swiv is one rock hard game, but it shouldn't TACTIX give you any

trouble from now on. To skip to the level of your choice, pause the game and enter one of the following sequences. Thanks to lan Brown from Swansea for that one.

R, L, R, R, L, L, R, L, R, R, L, L Level 2:

R, L, R, R, L, L, R, R, R, L, R, R

L, R, L, L, R, R, L, L, L, L, R, R, R, L Level 4:

R, R, R, L, L, L, R, R, L, L, R, L, R, L Level 5

R, L, R, L, L, L, R, R, L, L, R, L, R, L, L Level 6:

L, L, L, L, L, R, L, L, L, L, L, L, L, R



Marvin discovers why you should never carry dynamite in your glove compartment.

HUNT FOR RED OCTOBER



Dreadful film and an even worse game. Still, a cheat's a cheat, I TACTIX suppose. When the title

screen appears, press L, R, B, SELECT, L, R, B and SELECT. Now, when you reach the chart of Europe or America, hold A and B, then press UP and DOWN. Do this before the map disappears, and you'll start the game with 25 rockets. That's from David and Joyce Van Hartog in Holland.

BURAI FIGHTER



For 99 lives, enter your password as HGDM. Easy as that. That's TACTIX another one from David

and Joyce Van Hartog over there in Holland.

IKARI WARRIORS



To get a level select, on the Title Screen after the plane has TACTIX landed, press UP,

DOWN, A, A, B, LEFT, RIGHT, A, B, UP, A, DOWN, RIGHT, RIGHT, LEFT, B, UP, LEFT, A, RIGHT, B, LEFT, RIGHT, A, LEFT, UP, A, DOWN, A,

RIGHT, LEFT and B. That's another from our Dutch connection David and Joyce.

TRACK AND FIELD II



Show the wimps who's really boss by lobbing the hammer over 90 metres! Yes,

you heard it here first. Set your power to zero and then throw at an angle of 81% when it's flashing. Don't ask me or David from Holland why it works. It just does.

GARGOYLE'S QUEST



We offer you the passwords for every single village, with nine lives and 99 vials. You accept

graciously. It works and everybody is happy! Especially Katie Wright from Exeter who sent the cheat in.

Village 1: BD88-CKPR Village 2: TPYB-8ZG1 Village 3: GFKO-PTNY

Village 4: 81ST-EE5G Village 5: EAWA-LNET

Village 6: NXAN-RRX4

ZELDA IV



Cheat death with this smart dodge on this even smarter game. TACTIX When you die and start

spinning, press A, B, SELECT and START together. This will take you to the Exit menu. Select 'Save and Quit'. Now when you select the same game, you'll go back to the last door you went through. Your health will also be restored. A word of warning, though - this one doesn't work if you steal from the shop. Thanks to Sam Rigby from Gwent for that cheat.



Escape the undertaker with our kickin' resurrectin' cheat. It's supernatural, matey!

PAPERBOY 2



Here are a couple of codes for the later TACTIX stages of this

game. The sucker who bought it was M Arkwright from Lancashire.

Route 2: 5738

Route 3: 6479



Here we are again with part 6 of the never-end-TACTIX ing Zelda IV

solution. Last month we left you stranded part way through Dungeon 6: The Face Shrine, so let's continue where we left off...

For: Game Boy (1 player)

From: Nintendo

Price: £25

geon 6: The Face Shrine (cont)



Do the same thing as before to get past these monstermunching beasts, namely, drop bombs in their path until indigestion kills them. Don't make the mistake of dropping the bombs too far ahead of these creatures - they have an annoying habit of changing direction at the last moment.

Arm yourself with the Feather and Power Bracelet. Pick up the pots then, when the sparks get close enough, jump over em and exit through the top door.

Grab the 200 Rupees, then throw the horses' heads until they both land face up. You can now exit the room.

Bridge the gap with your hook shot, then use the key on the lock/ block. Head straight up to the room above, and avoid falling off the ledge, if you can.



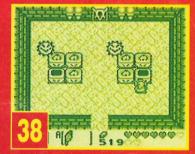
The chest in this room contains the Nightmare key. Go back to point 34 on the map, drop off the ledge, then head back up to reach this point here. You'll now be able to get the key. Next, head back down and around to...



This point here. Move all the way around the walkway to attract the blob monsters.

Once you've killed them (or caused 'em to topple into the pit), the righthand door will open, enabling you to continue.

Kill the wizards as before, and keep moving to avoid the laser blasts. Then push the topright block to reach point 38 on the map. (If you really want to make life difficult for yourself, you can time your actions in this room and use the Mirror Shield to escape without ever being hit by the laser. Personally, I think it's far more bother than it's worth.)



Light the two torches to turn the sparks into fairies. (If you managed to escape the last section without being hit by the laser, you're obviously well 'ard. So you probably won't need their help, but I'd grab 'em if I were you - just to be on the safe side.)



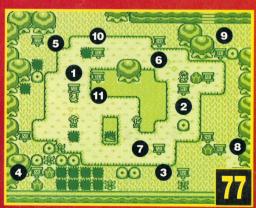
First, stand here and swipe all the spinning tiles. Then, either throw your bombs at the boss's face, or drop them on top of him. Don't worry, you're quite safe - the guardian will eventually give up. When he does, grab the heart...



... And the Coral Triangle is all yours. Hurrah! And all that nonsense.



Go to Mabe Village and head down to reach this point. Cut the grass, then use the boots and Feather to jump the gap.



Touch the signposts in this order. Use the hook shot to reach the one in the bottom-left corner. Once you've touched them all, a stairway will appear.



Head down to meet Mamu, the jiving frog. Give him 300 Rupees and he'll teach you the final song of the Ocarina - The Frog Song.



Head up into the mountains and go to the place where you jumped into Dungeon 4. Continue right to reach this point. Now go up the stairs.



Go to the house and talk to the man who's waiting there. Now play Manbo's Mambo and walk to the statue in the village.



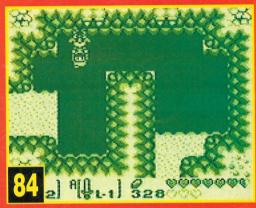
Push the statue upwards from below, then head down the steps to this point. Play The Frog Song on the remains. The Magic Rooster now becomes your companion.



Pick up the Rooster in front of the castle, then fly across the gap and grab the secret sea-shell. It's important to collect this one now.



Head back up into the mountains, then go into this cave. To go up, pick up the Rooster and fly all the way around the blocks.



Again, use the Magic Rooster to fly across the room. Go through the exit on the left.



Hopefully, if you've done everything right, you should now find the Bird key.



Go back to this point, then head over to the right and into the cave.



Use the Rooster as often as possible to reach this point. Now head right.



From the entrance, go up and around. Then, when you get to this bit, go left.



From here, go in, then right and down the stairs. Now walk up the steps...



And head around until you reach this point. Use the hook shot to get across the gap. Then go down and right to the exit.



Put a bomb here to find the fairy. She'll be happy to fill your hearts.



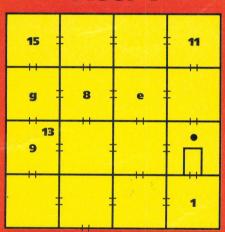
Go into this cave and head up the stairs. Now go left and come out of the door.



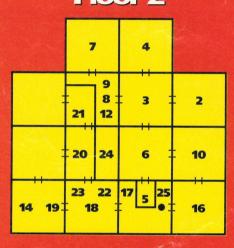
Continue heading left, pick up the rocks and put the Bird key in the lock to open the tower. Now go into Dungeon 7: The Eagle's Tower.

Dungeon 7: The Eagle's Tower

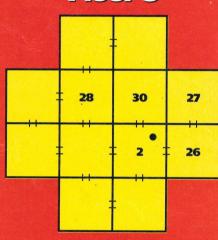
Floor 1



Floor 2



Floor 3



START

Kill the monsters in this room. Then head through the door and up the stairs to floor 2.



- First, grab the ball and throw it at the two blocks. Leave the room, then quickly run in, pick up the ball and exit left.
- Throw the ball at the monsters, then throw it at the pillar.



Pop into this room and throw the horses' heads. Once they land face up, the map is yours.



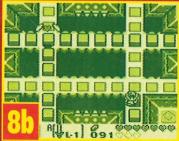
- Leave the ball at point 3 on the map, then jump the gap and swipe the switch with your sword.
- Go to point 3 on the map and grab the ball. Now head to this point and destroy the second pillar.

HE 15 00000

- Push the block in the bottom left of room 3, then head left and up. Kill the card-face monsters as before. The chest with the compass will now appear.
- Go back to this point and drop down the hole



Now follow the route shown in the next seven screenshots.



A[] 1 091 0000000



Ha! Fooled you! There isn't room for the other four pics, so you'll just have to wait until next month to find out how to finish this Dungeon. Rotten, aren't we?



Final score **85**%

Here, as promised, is the second and final part of our alien-wasting guide to Flashback. Get to it!

For: Super NES (1 player)

From: Sony Imagesoft

Price: £50

Level Three: The Death Tower

Passwords: Easy RSVP

Normal PRHG

Hard HNYTM

So, it's the old race up the Tower to win a ticket back to Earth game, is it? Complete rip-off of The Running Man of course, but hey that's just another film under Flashback's belt. This section's relatively easy, so there's not much point printing a map, we'll just help you out with the tricky bits.

There are a couple of general rules for the Death Tower, though. First, you should always head upwards when you can, and don't forget that the Tower's floors wrap around to form circular levels. So, if your route is blocked one way, go back around and see if there's a door you can open on the other side. Oh, and by the way, shoot anything that moves!



This is the first puzzle you'll face. The control opens the door on the other side of the screen. Run left or right from the start, activate the door control, then run as far as you can in the opposite direction and – hey presto – an open door.



When triggered, these light beams will open the slatted doors. Unfortunately, they also release android-type guards and security orbs – so be careful. After you've destroyed all the baddies, drop down and roll through the small gap on the first floor. Easy when you know how, isn't it?





This light beam will trigger the big cannon, so make sure you roll underneath it. Rolling with your gun drawn, will automatically stop you from standing up afterwards. Then it's a case of edging your way over to the ledge, before carefully pulling yourself up.



Run and 'auto' leap off the top right ledge. (Hold down Y, then quickly press the pad to the left, but release it as soon as you start running. Keep holding Y throughout.) You'll catch the platform as you fall. Now drop down and use your Forcefield to trigger the mines before you reach 'em.

Once you reach the top floor, you'll be greeted by this slimy geezer in a spangly suit. He's the host of The Death Tower game show. (Kind of like a futuristic Bob Monkhouse, but less charming). After much hearty congratulations and flashing lights, he'll present you with your first class ticket to Earth.

Level Four: Earth

Password:

Easy Normal Hard DXCPT WNPQVX KVNF



Before you've had a chance to catch your breath, you're off to Earth in this nice, big, shiny spaceship. Perhaps now you'll find out why you were abducted, who all these slimy aliens are and why the cheeky blighters made off with your memory. It'll also give you a chance to collect a change of underwear!

Level Five: Jail

Password:

Easy SLMN
Normal NMRYL
Hard DWNGH

Oh no! You've been busted! You wake up in an empty prison cell. The police found you cavorting naked with a traffic cone on your head, and it looks like they'll come down hard on you this time. But suddenly you remember why you're really here! To thwart an alien invasion. You check your pockets, but the cops have taken all your gadgets, including your gun! You better find it, and judging by the looks on the guards' faces, you better be quick about it, too.





At last you reach Earth – or the planet's spaceport, at least. Take the lift down and wave your ID Card at the nice man at the passport control booth. Now head left.



... Then run to the right and 'auto' leap to catch the ledge of the next platform. Climb up and shoot the glass. Now enter the club.



This key lock will open the door, but you have to go round to the switch above it in order to deactivate the disintegrator.



Watch out for these security guys, they'll happily let you past and then shoot you in the back. Not nice!



Once here, shoot the glass and jump across to the top-left platform. Get the key and drop down. Now run off to the right.



These trap doors are tricky. Crouch down here, then roll right. You'll fall through the first set and land just past the second ones.



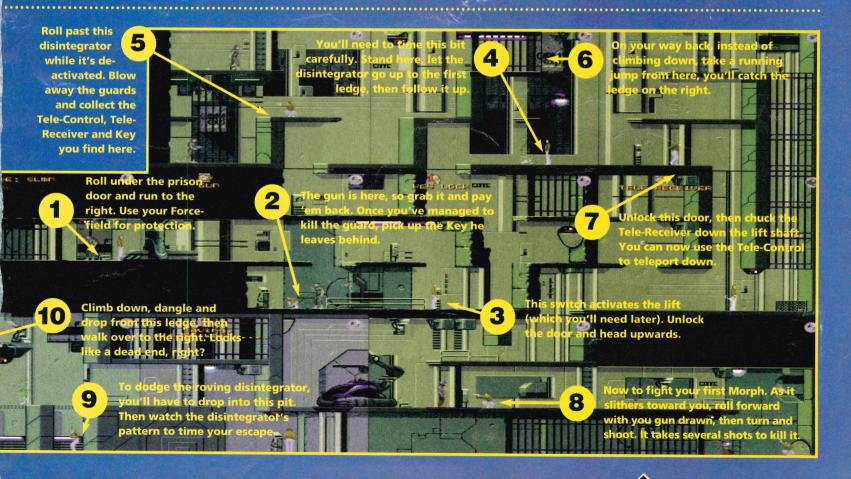
Call the cab. It'll drop you off near the Studio club. When you get out, climb to the top of the nearest set of platforms...



If you stand here, the block will shift to reveal a secret lift. Save your game and wait for the lift. Don't climb down the shaft!



Jump this mine and a disintegrator will chase you. Head right, jump the pits and take out the orb. Now roll right and down into a shaft.



Level Six & Seven: It's pay back time

Passwords (level six): **ZTHRK** Easy: SNTHN Normal: **STBRM**

Hard:

Passwords (level seven): CRLOXZ

Easy: KLZHT Normal: **RDBOLR** Hard:

Now head back to the left and take the lift down into the planet.

Welcome to Morphville, Arizone. Population a few thousand Morphs and a mutant Morph dog! They've pushed you around long enough, and now it's time to get out there and give it to 'em where it really hurts! Play it right, and you'll blow the Morph home planet to smithereens. Get it wrong, however, and you'll end up as a marrowbone-supplement for the Lassie dog from hell. The choice, as they say, is yours.



... The Morph shoots the scientist, but just before he dies he hands you this atomic charge.



Go through the door, climb up and push this switch.

Here you'll find the scientist's diary. Seems like he was some kind of hero. Take the lift down, then head right.



Charge your shield, then take the lift down. (Follow the white arrow to see where you emerge)

When you shoot this door, it opens and a Morph appears on the platform behind you...



Place the stone on this movement sensor to hold the door above it open.

You'll need an 'auto' jump to reach this platform. Once there, take the lift down.



Find the key and then stand underneath this teleport unit to return to the floor above you.

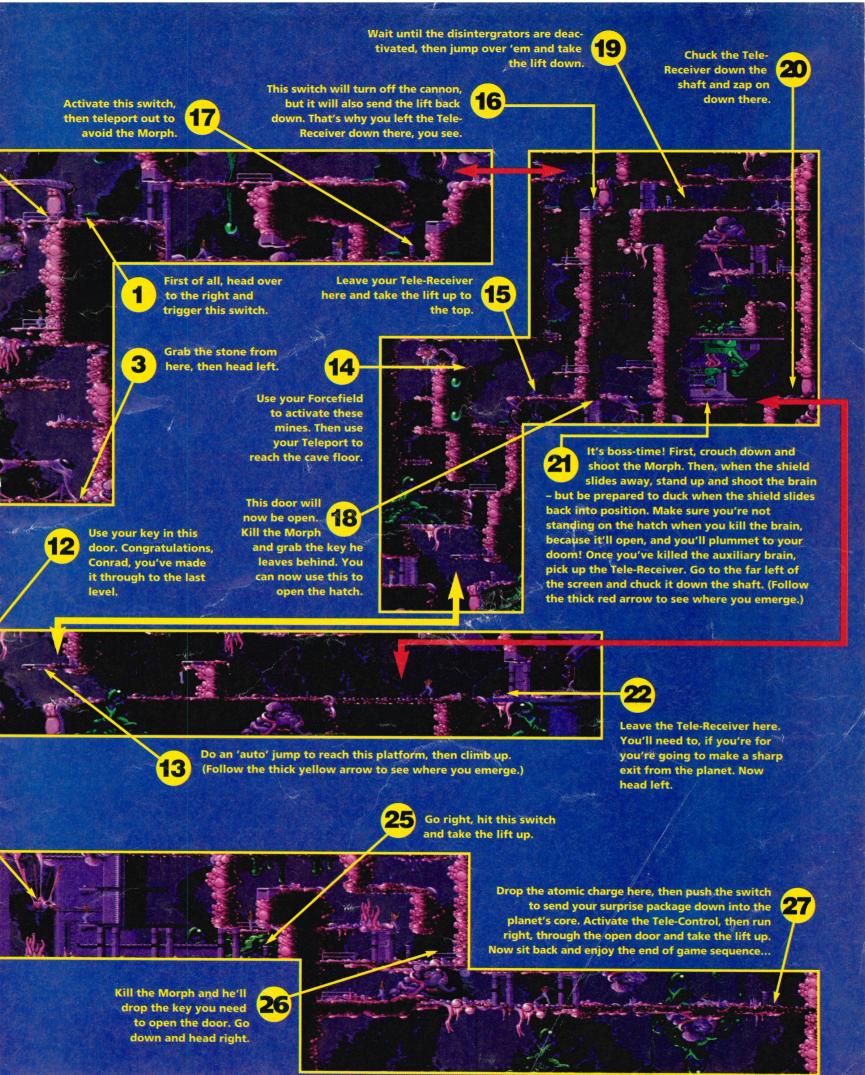


Here you need to concentrate on shooting the brain. Hit it alternately from the left and right. When the Morphs finally stop appearing, the door on the right will open.



Here you meet a bizarre dog from hell. Try to kill it first time - it's tricky to climb back up if it's still alive.







Send all your questions and codes to: Q & A, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

Robert Denning from Cheshire, your call for help has been answered. In issue 26, you asked for some cheats to help you with Battletoads on the NES. Well, the selfproclaimed Tipsmaster from Middlesex has come to your aid!

To get five lives, hold A, B and DOWN when you see the title screen. Now press START and you should have the extra lives.

I'm stuck on Jurassic Park for the SNES. I need to know how to open the gate to the south-east of the Raptor Pen and where to get Nedry's ID card. Could you also tell me how to reach the Beach Utility Shed. **James Pretty, Leeds**

The lads on the Nintendo Hotline helped TOTAL out with this one. So, take it away

Your first stop should be the Beach Utility Shed. From the start, go up through the gates and follow the fence to the left. When you reach the trees, make your way down to the bottom-left. Turn right at the Danger Sign, then continue heading towards the bottom-left till you reach a large opening. Take the bottom path and follow it to the top-right, where you'll find an egg. Then walk straight down, watching out for the dinosaurs.

You should now be able too see the Beach Utility Shed. You'll find Dennis Nedry's ID card inside. Take the card back to the Visitors Centre and use it to re-boot the computer.

Remember Peter Lewis from Suffolk? In issue 26 he asked whether there were any cheats for Tiny Toons on the NES. Well, once again, the Tipsmaster from Middlesex has the solution.

To get some extra lives on level one, collect as many carrots as you can before you reach Elmyra. Let her touch you (oo-er), then return to the beginning of the level. Keep repeating this process until you have 99 carrots, then exit the level via Elmyra.

A spaceship will now beam you aboard. Here you face Darth Vader and two stormtroopers. Dodge Vader's lasers then, when he flies down, bounce on the head of one of the stormtroopers to hit him. Do this three times and you'll get three 1ups. Thanks, Tipsmaster. Goodies are on their way.

Is there any way to make Legend Of Zelda on the NES easier? Also, where is the graveyard? **Andrew Greenwood, Liverpool**

Well, Andy, we don't know any way of making the game easier, but we can help with your second question. The graveyard's on the far lefthand side of the map. It's the grey area.

I can't figure out how to get past the T-Rex and rescue Lex on Jurassic Park for the Game Boy. I keep running out of bullets, and they don't seem to be harming him, anyway. Is there a way past him? Chris Benzinsia, Stroud

This level is a bitch, so don't expect to complete it straight away. Run up to the top lefthand corner of the screen, then stand still. The T-Rex will attack from top-right to top-left. If

Cheat cart code Action Replay codes

There's a handy hotline number for each of the Nintendo formats, which is open till 5:30pm. Super NES is on 0782 745990, Game Boy is on 0782 745991 and NES on 0782 745992. Here are some to be going on with...

FINAL FIGHT 2



7E106D8D

Player 1 keeps full energy bar

7E11258D

Player 2 keeps full energy bar

7ED86399 Stops the time from counting-down

7E10A2FF Player 1 starting lives **7E115AFF** Player 2 starting lives

7E10260F Grab the enemy, press jump and then

attack to destroy him (only Haggar). Do not use this method on the bosses

7E1079FF Player 1 only needs a single hit to kill

7E1131FF Player 2 only needs a single hit to kill

the enemy

7E1003XX Player 1 character select.

00 - Haggar

01 - Maki

02 - Carlos

7E10BBXX Player 2 character select. (As above.)

7EADC515 Complete the game after finishing round one

7E106F8D Infinite energy

F1 EXHAUST HEAT 2

7E042100 Infinite timer 7E045301 First everytime

F-ZERO

7E0CF301 Infinite turbo boosts

7E00CA0B Infinite power 7E005908 Infinite lives 7E115000 Always finish first

7E00530X Level select

7EOCF777 Doubles the size of the other racers 7E00C200 Keeps the timer on 0'00"00 seconds

GOOF TROOP

7E1A5500 Allows the USA version to work on

.......

UK machines

7E015703 Infinite lives for player 1 7E01D703 Infinite lives for player 2

7E011D06 Unlimited energy for player 1

SPIDER-MAN



083099FF Spider-Man has unlim-

ited web power

083098FF Unlimited energy TACTIX 03XYA6FF Level select

ZELDA IV

01XX4CDB Always have XX lots of magic powder

01XX4DDB Always have XX bombs 010X4EDB Always have level X sword 010749DB Player has all the songs

01010CBD Always have flippers 01010DBD Always have potion

01XX0FDB Always have XX seashells

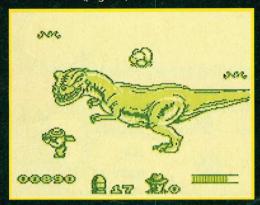
01XX5EDB Infinite rupees

0101CFDB Always have Nightmare's key

WIZARDS AND WARRIORS

03XY28C3 Level select vary X and Y 040322C3 Infinite energy

you're correctly positioned, he won't be able to get you. He'll now head straight down the left side of the screen. As he moves down, blast him with everything you've got. He takes a lot of hits before he finally dies, so make sure you're well stocked up when you reach this level. For more Jurassic Park help, check out the bonza level select in Total Tactix (page 68).



Fed up of being the main course at Dino Central? Well, follow our top tip and send this T-Rex into oblivion.

In issue 26 of TOTAL, Stephen Batchelor asked how to beat the Rhino on Spider-Man And The X-Men. We've had loads of answers, but the first one was from Daniel Jones in Cardiff. Nice one, Danny-boy. Thanks are also due to: Owen Jones from Liverpool, Carl Callaghan from Merseyside and Gethin McBratney from London. We love you all!

To kill the Rhino, stand on the floor facing him, but make sure there's a gap above your head. Then, when the Rhino charges, sling a web by pushing UP. Now swing forward and kick him in the head. Do this another ten to 15 times and the Rhino will be defeated. Easy-peasy.

Do you have the level codes for Another World on the SNES?

Peter Dor, Essex

We printed these codes back in issue 17, but here they are again...

Level 1	LDKD	Level 2	HTDC
Level 3	CLLD	Level 4	LBKG
Level 5	XDDJ	Level 6	FXLC
Level 7	KRFK	Level 8	KLFB
Level 9	ТВНК	Level 10	BRTD
Level 11	TFBB	Level 12	TXHF
Level 13	CKJL	Level 14	LFCK

In your SFII player's guide, you said there was a golden fireball move for Ken and Ryu. I still can't do it. Can you help? Conor King, Ireland

Ryu and Ken's golden fireball is a pretty random affair. It occasionally appears instead of the normal one, but it's not worth sweating over as it doesn't knock any more off the power bar than the standard fireball. If you really want to see one, though, the quickest route is to keep playing as Ken during a one-player game. He should shoot one, eventually.

On Cool Spot for the SNES, I can't find the cage on level 4. I keep going round in circles. Where is it? Chris Davies, Bristol

The Nintendo Hotline boys have sorted us out again. Nice one, lads. Go to the top-lefthand corner and you'll find a bubble. Get in it and drift right. Now, jump from the bubble to a spaceship on the right. Continue heading right until you reach the cage.

Don't ask us - we just work here!

Help us with any of these problems and you could win a great prize!

Is there any way - besides the Action Replay codes – to get unlimited lives on Super Mario Bros. 3? James Hickey, Kent

Is it possible to make Jimmy Connors Pro-Tennis Tour on the NES easier? Are there any other cheats for it? Adam Simpson, Cumbria

I've got Spider-Man And The X-Men, but I'm getting nowhere with it. I hate collecting the flashing things at the start. Could you give me a cheat to reach a later stage? Ziggi Christie

I keep dying on the first level of Double Dragon III. Is there any way to get extra continues or lives? Jimmy Waddington, Merseyside

I've just bought Bart Vs The Juggernauts for my Game Boy, but I'm not very good at it. Is there any way to make it easier? Ben R, East Sussex

I'm stuck on Final Fantasy 2 for the SNES. Please could you tell me how to beat Asura. Every time I wound her, she just changes her face and damages a member of my team. I've tried doing Edge's Sneak Attack, but without success. Please help. James Pang, West Sussex

A BOY AND HIS BLOB



0002BF72

Infinite liquorice jellybeans

0002C115

Infinite strawberry jellybeans

0002C306 Infinite coconut jellybeans 0002C518 Infinite cola jellybeans

CRASH DUMMIES

00058604 Infinite lives 00058906 Infinite energy

00019BXX Replace XX for starting level.

00 - level 1

08 - level 2

10 - level 3

18 - level 4

BAYOU BILLY

0007C507 Infinite lives

BUBBLE BOBBLE

00002E03 Infinite lives for Bub 00004203 Infinite lives for Bob

COBRA TRIANGLE

00073802 Infinite lives 0005F50C Infinite energy

Game Genie codes

TAZ MANIA



17341140 Start the game with 99

DD3BC540 Infinite time

C9354540 Infinite health 6082309C Advance to the

next level after just a single kiwi

SUPER MARIO ALL-STARS

DFDFFAAD Start file A game with two lives **DBDFFAAD** Start file A game

with ten lives 7FDFFAAD Start file A game

with 50 lives 17DFFAAD Start file A game with 100 lives

C2CF04AA Infinite lives 6D88DFA3 Infinite time

C26B0FBF 1-up worth nothing

POP 'N' TWINBEE

C2AFCF6B Infinite credits DD65340F Heart fully restores your health

D0C1CD6B White bell gives three-way

D06B3D6F Start with 4 credits **DB6434DF**

Start with nine mini-transformation attacks

ALFRED THE CHICKEN



001-E5F-F7E Start with 1 life 091-E5F-F7E

TACTIX Start with 10 lives C9B-BFE-3B7 Infinite lives

FAB-C4A-4C1 Die once to become invincible

ALIEN 3

FA7-68E-4C1 Almost infinite

energy

FA6-92E-4C1 Infinite lives

8E4-42D-195 Start with half normal energy 00F-9CD-E65 Infinite shots per

clip on pick-up FAB-45D-4C1 Infinite maga-

> zine clips on pick-up

64A-3CA-19A 100 shots per magazine clip

ADVENTURE ISLAND 2



SXNLOKVK Infinite lives SZUIGEVK

Infinite energy

AENZTPAZ Skateboard can go backwards

ALKXAAAZ Faster running

AAKSEYZA No energy loss from hitting objects

SXSUAOSU +

GEXULGPA High jump

OENZTPAZ Super-brakes **XTAINS** Invincible, but can't finish the game

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 TOTAL collection missing issues 1 and 23 but including summer Special. All in good condition. £20 the lot. Phone after

Tel: 081 502 4597

NES for sale, 6 games (inc SMB 1+2+3), lightgun and two controllers.

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Call Dominic. English games.

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Tel: 081 948 1595

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Tel: 066 476681

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Tel: 0635 202541

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Tel: 0528 467121

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Tel: 071 372 2680

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Tel: 071 251 4196

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Tel: 081 888 1723

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Super Mario Bros 1, World Cup, Tetris, Duck Hunt, Bart vs Space Mutant, Super Mario Bros 3 plus mags.

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Tel: 0493 732324

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Tel: 0827 281896

SNES with 2 games – Joe & Mac and Super Mario - joypad and carry case, £75 ono. Also a great games package -Starwing, Mario All-stars, F-Zero, Street Fighter 2 and R-Type. Worth over £200, will accept £120 ono.

NES system for sale with four games including SMB 3 and Tetris. All boxed, with instructions.

Tel: 0563 25609

SNES game for sale, Pugsley's Scavanger Hunt. V good condition. £25 boxed with instructions. Ask for Annette.

Tel: 0929 550875

Game Boy, Game Genie and light magnifier for sale. £30 together or £15 for magnifier and £20 for Game Genie. Ask for Luice.

Tel: 027984 2872

Game Boy games for sale: Super Mario Land £10, R-Type 2 £16. Instructions included. Phone Jason.

Tel: 081 9041380

 SNES games, Super Aleste £30, Mario Kart £31, Secret Missions £31, or swap for

Tel: 0252 314372

Game Boy for sale, 13 games inc Probotector, Solomon's Club, Empire Strikes Back, £135. Phone James.

UK SNES for sale, carry case, extra joypad, mags, selection of games: Striker, Zelda, Cool Spot etc etc. Surrey/Hants/Berks. £260.

Tel: 0252 875961

Nintendo for sale, 5 games – Mario 1, 2 and 3, Turtles and Duck Hunt - carry case, 2 pads and Zapper, £60.

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Huge list of very cheap GB and NES carts, plus complete set of TOTALS. Write now to: G Hogg, 147 Bolton Hall Rd, Bolton Woods, Bradford,

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BD2 1BO.

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- Amiga 500 plus 1 Meg for sale. 40 games and demos inc. F1GP, R-Type 2, SimCity. 30 Amiga games mags, joystick and joypad. Sell for £175 or plus Commodore monitor £350. Call David. Tel: 081 3010321
- For sale SNES games: Zelda 3 £22, Final Fight £25, Mortal Kombat £38, Another World £22, Super Contra plus Jap adaptor £25, Mario 4 £18. Phone Kevin.

Tel: 0920 877342

SNES games for sale! (Or maybe swap.) Super Bomber Man £35, F-Zero (not boxed) £20. Probotector £30, Tiny Toons £30. All scored over 85% in TOTAL. Ask for James C. Also I want Aladdin and Cool Spot for SNES.

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Swaps

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Tel: 0932 880149

 I will swap Jurassic Park for the SNES, excellent condition, for Mortal Kombat or Super Mario All-Stars (UK).

Write to: Chris, 41 Seaward Ave, Leiston, Suffolk, IPI6 4BQ.

Will swap my Pugsley's Scav Hunt for your Ranma 1/2, Lemmings or any game considered.

Tel: 0604 831487

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Tel: 041 3348740

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GB swap! My Bab's Big Break, Nemesis 2, Alf Chicken, Krusty's Fun House, Battletoads, Super Hunchback for any puzzle/platform titles eg Boxxle V2, Garfield. Ask for Charles.

Tel: 0737 844738

R

me

 Super NES game NHLPA Ice Hockey '93, swap for most games. Will also sell for only £15! New would cost around £50. Phone after 4pm, ask for Chris. Tel: 0252 310695

 Swap WWF 2 Royal Rumble for Striker or Super Mario Kart. Also Body Blows for Amiga £10.

Tel: 081 5491615

OK, here is the deal: I'll swap you SF 2, Mario World or F-Zero. I want Pilot Wings or Starwing. Ask for Sam.

Tel: 081 3662850

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Tel: 0737 844738

 I will swap Krusty's Super Fun House, SF 2 or Lemmings for Probotector, Kick Off or Striker (SNES, UK).

Tel: 051 4800680

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Tel: 0572 722921

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Tel: 0438 840566

 I will swap Super Probotector for Super Star Wars, Striker. Call Clive after 6.30pm.

Tel: 0252 727182

Hi! I will swap Push Over and Super Adventure Island for one of these games: Mortal Kombat, Alien³, Ranma 1/2, Batman Returns or Mickey's Magical Ouest.

Tel: 0604 832161

Warnted

SNES games wanted: Mario Kart and Desert Strike (UK). Will pay £25 (each) or will swap for Addams Family: Pugsley's Scavanger Hunt or WWF. Ask for Jeremy.

Tel: 0932 880149

Wanted! From a real fan of American football, John Madden '93. Will pay up to £25. Please phone and ask for Gavin (or swap for Actraiser).

Tel: 0330 833318

Wanted! Instruction books for SNES Mario Kart and Game Boy Zelda, Link's Awakening. Pay £1 each. Ask for Marc. Tel: 05047 65246

TOTAL mags 1-20 wanted. Also, Hogan's Alley for the NES. Will pay any reasonable price.

Tel: 0664 67738

Wanted so desperately Actraiser on UK format only with manual, doesn't have to be boxed. Swap Dynablaster on Game Boy for Mario Land 2, Battle of Olympus, other games considered.

Tel: 071 231 6836

Pen Pals

Hi, I'm Neil. I'm looking for a pen pal m/f aged 14-17. Must like SNES not Sega, and good music. Photo please, if you want.

Write to: Neil Forrest, 5 Leyton Close, Withymoor Village, Brierley Hill, West Mids, DY5 3JJ

I'm looking for a female pen pal aged 11-16. Any interest. Please send photo if poss. Reply guaranteed.

Write to: Ken Shek, 3 Deans Hill. Chepstow, Gwent, NP6 5AT

Hi, Emma here. I want a pen pal, male or female, any age. Have a sense of humour and like computers.

Write to: Emma Clarke, 292 City Rd, **Hulme, Manchester, MIS 4FA**

I am looking for a pen pal aged 11-13. Male or female. Must like SNES. Reply to all letters.

Write to: Michael Hastwell, 18 Green Lane, Blackburn, Lancashire, BB2 4SR Hi! We're looking for pen pals aged 10-14. Male or female. Promise to reply to all letters. We are aged 10 and 11.

Write to: Beck and Dan, 65 Breeze Hill, Walton, Liverpool, L910Z

Hi, my name's Lee. I'm looking for a m/f of any age. I like pets and Nintendo. I hate Sega. I will reply to all letters. Write to: Lee Harris, 3 Grosmont Place, Croesyceiliog, Cwmbran, Gwent, NP44 2QX

Messages

- To you yes, you, Daniel Omoureh! Hope you had a great holiday and a merry Christmas, from, guess who? Swashv!!
- Hello everyone, I've always wanted to see my writing in a magazine. PS. This is by Sean D, Grovepark, London. Bye.

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How many more times must I sing the praises of this amazing game? Just go out and buy it, okay?

BATTLE OF OLYMPUS

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The definitive guide to Nintendo games (and what we think of them)

To make it easier for you to find what you're looking for, the games which are highlighted in red all received marks of 85% or above. The games shown in blue are the new entries, which you'll find in the shops in the very near future.

Super NES

ACTRAISER 91% Issue 12 An

THE ADDAMS FAMILY 70% Issue 8 Good-looking and chal-lenging arcade adventure. Unoriginal,

UGSLEY'S SCAVENGER HUNT 89%

AFRO THE ACRORAT 83% Average but fast racing game in a similar style to Pole Position.

fun platformer which is a bit too frustrating for its own good.

Ridiculously poor and completely unplayable tennis sim. A real dodo **AMERICAN GLADIATORS** 7% Issue 22 No skill required, and the controls are tragic. Absolute rubbish ANOTHER WORLD 74% Issue 12 rechnically stunning and potentially a

classic, but it's too easy ART OF FIGHTING 61% Issue 26 Looks a bit like a Neo-Geo title, but ultimately it's too clunky and dull. ASTERIX 77% Issue 20 Great icence, but wasted on this disapntingly average platformer AXELAY 81% Issue 11 Very pretty

lien-blaster, but it suffers from patchy gameplay.

RASIEBALL SIMULATOR 1000 39% Issue 18 NES-quality graphics and terrible animation. A real stinker. BATTLE BLAZE 59% Issue 8

A second-division slugger which looks BATTLE CLASH 28% Issue 12 A tedious, simplistic Super Scope game. Shoot robots and, er, that's it **BATTLEMANIACS** 68% Issue 22 visually brilliant, but the gameplay is as NES Battletoads

BATMAN 66% Issue 19 Moody levels and a good-looking Batman **BART'S NIGHTMARE 53%**

Issue 12 Good-looking and varied, but the gameplay's too random. BLAZEON 28% Issue 10 A sad side-ways blaster with shuddery scrolling and a lack of aliens.

BLAZING SKIES 42% Issue 12

Random gameplay, shabby graphics and no atmosphere. Dreadful. BLUES BROTHERS 68% Issue 19 Could have been a classic, but it's too unoriginal and too blimmin' easy.

B.O.B. 70% Issue 18 A cute and fairly appealing platformer, but it's

simply not varied enough.

25 Good attempt at an ice hockey game. Looks and sounds great. BURSV 81% Issue 20

BULLS VS BLAZERS 52% Issue 20 Tough, but slow basketball sim with good sprites and bad animation SUSTER BUSTS LOOSE! 87%

Diabolical-looking beat 'em up with aughable scrolling. A travesty CASTLEVANIA IV 74% Issue 7 A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun. CALIFORNIA GAMES II 31% Issue 17 Unbelievably basic and

repetitive attempt at a sports sim.

CAL RIPKEN JR BASEBALL 65% you're a chess-head you'll like this. not you won't. Simple CHUCK ROCK 61% Issue 14 A very basic platformer. It's pretty, but the gameplay's too simplistic CLAYFIGHTER 87% Issue 27

CLAYMATES 77% Issue 22

Original platformer with great sprites, but sloppy level design.

CLIFFHANGER 24% Issue 26
The second worst SNES game ever.

COSMO GANG: THE PUZZLE 69% Issue 19 Basic-looking puzzler which is fun for two but boring for one CRAZY SPORTS 54% Issue 21 Punning James Pond 'sport' sim with primitive graphics and no challenge.

CYBERNATOR 83% Issue 19 Get used to the cumbersome controls and you'll find a fab blaster here. DAFFY DUCK 75% Issue 25 A polished and funny platformer which

DARIUS TWIN 62% Issue 14
This shooter is action-packed but car ously repetitive DEAD DANCE 67% Issue 18 A beat em up which grows on you but still

DENNIS 65% Issue 24 Platform game which looks good but just

DEATH VALLEY RALLY 75% Issue 15 Fast and funny, but it's awkward and ludicrously hard. DESERT STRIKE 88% Issue 13 An excellent blaster with a great mix

DEVIL'S COURSE 43% Issue 22 A giant crazy-golf game which is too hard and uncontrollable to be fun. **DINOSAURS** 55% Issue 11 Big, pretty and playable enough, but it's all fairly standard stuff.

D-FORCE 67% Issue 10 This vertical scroller looks basic, but it might keep

DRACULA 46% Issue 22 Primitive graphics and uneventful gameplay. A

DRAGON BALL Z 24% Issue 21 Ludicrous attempt at a beat 'em up with a split-screen format!

DRAKKHEN 64% Issue 14 An RPG which gives you four characters to control but is too methodical.

DR FRANKEN 70% Issue 24 Huge game world and good controls, but there are no passwords or continues. EVIL SWORD MA KENDO 56% Issue 19 Cute Manga-style plat-former which is too easy and basic. F1 CIRCUS 64% Issue 10 Loads and ads of options, but the viewpoint is

confusing.
F1 EXHAUST HEAT 59% Issue 12 Nice Mode 7 racetracks but the gameplay is a complete non-starter

F1 POLE POSITION 84% Issue 22 dog of a game. Walk away slowly, and don't look back.

FATAL FURY 2 78% Issue 26 Better than the average beat 'em up. Still not a Turbo beater, though. FINAL FIGHT 78% Issue 9 Look no further than this if you want a decent, varied and colourful beat

FIRST SAMURAI 80% Issue 21 A good, solid platformer with lots of action. Stands out from the crowd. FLASHBACK 85% Issue 25 Brillian dventure platformer which looks and

GEORGE FOREMAN'S KO **BOXING 8% Issue 21 Not one** redeeming feature here. Utter crap GODS 80% Issue 15 A great-looking of killing and puzzles.

GOLDEN FIGHTER 34% Issue 20

A really third-rate beat 'em up with oad animation and naff characters. GOOF TROOP 63% Issue 23 Zelda esque puzzle game which is too simplistic but fun with two players. GP1 60% Issue 22 Okay, but it doesn't capture the thrills of real

HARLEY'S HUMUNGOUS ADV. 45% Issue 16 A very poor excuse for a platformer. Don't waste your dosh. HOLE IN ONE 75% Issue 11 Although this only has 18 holes, the mart Mode 7 graphics make up for it. HOME ALONE 2 53% Issue 13 This sprawling platformer is big, empty and contains nothing new. **HOOK** 60% Issue 11 If you liked the Robin Williams' film, you'll be disap-

JACK NICKLAUS GOLF 59% Issue 11 This is ruined by slow graphics and ponderous gameplay. JAKI CRUSH 61% Issue 17 With only one table, this pinball game soon

JAMES BOND JUNIOR 42% Issue 14 A ludicrous plot and game-play that manages to be even worse JOE 'N' MAC: CAVEMAN NINJA easy to finish, but still fairly playable JIMMY CONNORS TENNIS 939 liss 15 A highly playable tennis simup to four players. Easily as good as

JOHN MADDEN '93 86% Issue 13

JURASSIC PARK 84% Issue 23 Good-looking action game,

with some excellent 3D section KA-BLOOEY 69% Issue 13 A taxing ouzzler, but not really worthy of the KIKIKAIKAI NINJA 76% Issue 17

This cute shoot 'em up is well done and fun, but it's not big enough KING ARTHUR'S WORLD 78% Issue 17 A slick, well-presented strategy game, but it's a bit slow.
KING OF THE MONSTERS 41% Issue 10 A cross between Godzilla

and WWF. Sounds fun but isn't KRUSTY'S SUPER FUN HOUSE 80% Issue 8 A bit gloomy, but this is an atmospheric puzzler nonetheless. **LAGOON** 79% Issue 22 This is a nicely structured and playable role-

LAS VEGAS STAKES 20% Issue 21 Gambling game with no risk and no money to win. What's the point? LAST ACTION HERO 6% Issue 26 This is it. The worst SNES game ever. Absolute cack.

LAMBORGHIMI 91% Issue 23 Lush otentially superb, with some great sub-games, but ultimately flawed. ND OF THE MYSTICAL

lion-year-old classic comes to the Super NES and it's still fun and frantic. **LETHAL ENFORCERS** 70% Issue 27 This is a fun blaster, but at £75 it's

LETHAL WEAPON 84% Issue 16 Unimaginative use of a movie licence A standard platform beat 'em up. **LOST VIKINGS** 87% Issue 17 Hard-core cerebral action. Good-looking.

MAJOR TITLE 86% Issue 26
The best golf sim on the SNES. It's basically the UK version of Irem Skims
MARIO ALL-STARS 99% Issue 21

MARIO AND WARIO 62% Issue 24 At last, another SNES mouse game. It's far too easy and irritating, though, MARIO IS MISSING 92% Issue 21 'Edutainment' game which is both fur

MARIO PAINT 48% Issue 10 A user-friendly art and music package but it's far too limited. Disappointing. MARIO TIME MACHINE 83% Issue 26 An excellent blend of fun and facts. Surf and meet Newton!

MIGHT AND MAGIC 60% Issue 24 Tedious RPG. An outdated fantasy for dweebs with dice for brains.

MONOPOLY 41% Issue 17 Pointless and expensive. Just buy the board

MORTAL KOMBAT 70% Issue 21

An okay fighting game, but ultimately too repetitive and limited.

MR NUTZ 84% Issue 23 Stunning-

looking platform romp, but it lacks gameplay and variety. MUSYA 59% Issue 8 Dull Oriental arcade adventure, but there are some

BA ALL-STAR CHALLENGE 48% Issue 20 Excellent graphics but dull gameplay, even with two players. NBA SHOWDOWN 50% Issue 27 Tedious, awkward and sluggish re-jig

of Bulls Vs Blazers. No, no, no!
NFL FOOTBALL 17% Issue 26 The worst American Football game yet. What is going on!

NHLPA ICE HOCKEY '94 91% Issue 27 The best ice hockey sim

NIGEL MANSELL 71% Issue 22 Very good in most respects, but 's no two-player game

NOLAN RYAN'S RASERALL 68% Issue 18 This Manga-style sim is fairly playable but full of niggly flaws.

OTHELLO WORLD 45% Issue 22 Face it, classic board games just don't

OUT TO LUNCH 71% Issue 23 Cute Unbelievable, Almost as bad as doing

the real thing.

PARODIUS 87% Issue 9 A fun
shoot 'em up with plenty to get you

A nice user-friendly golf sim, with a simple layout and easy-to-use menu PHALANX 59% Issue 13 A horizon tally scrolling shooter with all the biz, but the action's patchy.

Stunning 3D flight sim with visuals to PLAYER MANAGER 60% Issue 22 One of the more playable games of its type, but it's still for fanatics only **PLOK** 80% **Issue 24** A game with that elusive feel-good factor. Looks,

sounds and plays great.

POOL 82% Issue 23 Good ball POOL 82% Issue 23 Good ball movement and a smart two-player option, but boring for a lone player. POP 'N' TWINBEE 78% Issue 20 Cute top-down scrolling shoot 'em up that's a lot of fun but won't last long. POP 'N' TWINBEE 2 90% Issue 27

Smart platform extravaganza which stands out from the crowd. **POPULOUS** 61% Issue 12 A good conversion of the old god-game, but

POWER ATHLETE 28% Issue 14 Another SFII rip-off, and it's a pile of cack. The graphics are appalling.

POWERMONGER 70% Issue 19 Huge god-game which takes a while to get into but is mildly addictive PRINCE OF PERSIA 84% Issue 9 Very tough arcade puzzler. Lovely graphics and stunning animation.

PRO BASEBALL LEAGUE '93 79% Issue 18 Good sim, with Manga-style graphics and a fun two-player mode PRO QUARTERBACK 33% Issue 16 Nice features, but it doesn't really make it as an American footy sim.

PUSH OVER 68% Issue 13 Tricky arcade puzzler, but not as arcadey or as puzzley as it should be. R-TYPE III 88% Issue 26

RACE DRIVIN' 17% Issue 12

Probably the worst Super NES driving game ever. Pathetically slow graphics. RAMPARTS 68% Issue 20 This mixture of two game styles – Tetris and a war game - is far too easy. RANMA 66% Issue 25

A nifty best-of-three-rounds beat 'em up which wins no prizes for originality. RANMA 1/2 PART 2 68% Issue 16 This is almost the same as the original, but with a few added frills **REN AND STIMPY 24% Issue 23**

Cartoon-perfect graphics but an almost complete lack of gameplay.

RIVAL TURF 70% Issue 9 Good two-player stroll 'n' beat 'em up with high-speed gameplay. RCEOCOP 3 37% Issue 12 A major disappointment. Poor graphics and

non-existent gameplay.

ROBOCOP VS TERMINATOR 59%
Issue 24 Ropey platform shoot 'em up with little to recommend it. THE ROCKETEER 28% Issue 7 impressive to look at but the game play's a real turkey. Pointless.

ROCKY RODENT 68% Issue 22 All
the makings of a fine platformer, but

it's too quirky and not very original.

RPM RACING 46% Issue 9 More of a tourer than a racer – it's far too slow to get the blood rushing. RUN SABER 60% Issue 21 This certainly has the looks, but it's

dead simple to finish. Pity.

RUSHING BEAT RUM 53% Issue 21 Double Dragon/Final Fight rip-off which is just too darn boring.

SECRET OF MANA 90% Issue 26 Almost as good as Zelda, which is no EPTENTRION 80% Issue 21

Fab arcade adventure with lovely graphics. (Jap instructions, though.) SHADOWRUN 81% Issue 21 Big, moody and violent RPG with intriguing plot and complex puzzles.

SHANGHAI 2 49% Issue 26 It's all right, but it's not nearly as good as the real thing.

SKÜLJAGGER 61% Issue 13 Bland scenery, basic animation and bog-standard action. Lacklustre stuff. SKYBLAZER 92% Issue 27 Dazzling platform beat 'em up, packed with variety and action.

SIM CITY 94% Issue 7 Possibly the best-value game ever! A simple

concept, but a huge game.

SOUL BLAZER 89% Issue 12 nilar to Zelda, and alr

SPACE ACE 56% Issue 27 Poorly designed, but very pretty platforme Horrendous gameplay. Suffer!

SPANKY'S QUEST 54% Issue 12 An okay platformer, but it's hardly worth the price tag. SPIDER-MAN AND THE X-MEN

67% Issue 13 Die-hard Marvelites may enjoy this, but it's very average SPINDIZZY WORLDS 91% Issue 14 A wonderful puzzley arcade

STANLEY CUP 53% Issue 27 Impressive Mode 7 ice rink which makes this hockey game unplayable. **STARWING** 96% Issue 16 Also called StarFox, this FX-chip game is STREET FIGHTER II 94% Issue 8
Sound, graphics and gameplay in

STREET FIGHTER II TURBO 96%

STRIKE GUNNER 51% Issue 12 A scrolling shooter with nice-looking ships but tedious gameplay. STRIKER 94% Issue 20

SUMO 34% Issue 20

SUNSET RIDERS 78% Issue 23 ple blaster with son nes but not enough variety.
ER ADVENTURE ISLAND pretty groovy but the game itself is

SUPER AIR DIVER 49% Issue 22 Fast and good-looking, but the gam play is repetitive and your control is seriously limited. SUPER ALESTE 85% Issue 12

SUPER BATTER UP 49% Issue 18

Issue 14 This is like Desert Strike, but SUPER BIRDIE RUSH 48% Issue Issue 19 A laughably dreadful SFII SUPER BUSTER BROS. 57% Issue 14 A Pang conversion with no two-player mode. Doesn't really

Issue 12 Decent graphics, but like the other DD games there's no challenge. SUPER CONFLICT 69% Issue 18 A strategy game which is simple and limited but still fairly compelling. SUPER EMPIRE STRIKES BACK
79% Issue 24 A re-run of Super Star Wars, with the same platform action, vast area and loads of sub-games SUPER F1 HERO 51% Issue 19 Scabby graphics, but fairly exciting racing – for about half an hour.

SUPER F1 GRAND PRIX 56% Issue 19 Poor racing game with a top-down Mode 7 viewpoint. It

SUDER EL CRAND DRIV DART 2 53% Issue 19 Better looking than original but even more ridiculously

SUPER FAMILY TENNIS 75% Issue 22 Competent sim with cute graphics, but too basic to compete with the big guys of Super NES tennis. SUPER GHOULS 'N' GHOSTS

SUPER FIRE PRO WRESTLING 2

SUPER FORMATION SOCCER 44% Issue 22 Four-player version of Super Soccer which is slow, confusing and generally crap. Like the original SUPER GOAL 33% Issue 18 Definitely the worst SNES footy game. It really will make you sick as a parrot. SUPER JAMES POND 55% Issue 17 Fairly humorous platformer, but there's some horrendous slowdown and very little challenge SUPER KICK OFF 49% Issue 14 Too fast, too wild, and control is too cumbersome. Check out Striker.

SUPER MARIO KART 82% Issue 11 A highly original racing collect em up with Mode 7 split-screen tracks

Great fun but not particularly varied SUPER MARIO WORLD 98% **SUPER MBA BASKETBALL 74%**

Issue 18 Despite having official NBA backing, this won't grab you if you're not a fan. SUPER OFF ROAD 53% Issue 7

Weedy cars and samey tracks. Only any good as a head-to-head SUPER PLAY ACTION FOOTBALL

53% Issue 11 Far too complex and uncontrollable for novices. Try John Madden instead.

SUPER PROBOTECTOR 88% Issue 9 Unbelievable graphics and

SUPER PUTTY 80% Issue 23 Stunning graphics, but let down by shallow gameplay.
SUPER SCOPE 43% Issue 8

The SNES version of the Zapper. Fun for a while but not really worth it.

SUPER SHANGHAI 49% Issue 20

Oriental puzzler that's fun and interesting but not worth more than £5.

SUPER STRIKE EAGLE 38% Afterburner and a flight sim. A nice idea, but sadly it doesn't work.

SUPER SOCCER 80% Issue 6 Great visuals, a choice of teams and flexible controls, but it's unrealistic. SUPER SUMO 36% Issue 20 Two blobs of lard wobbling about and fighting. That's fun?

SUPER SWIV 83% Issue 16 A classic Super NES top-down blaster Be warned - it's incredibly tough!

ost playable and realistic

SUPER TURRICAN 75% Issue 25 A good ol' fashioned slaughter fest, SUPER VOLLEY 2 26% Issue 19 A two-dimensional volleyball sim with one-dimensional gameplay. Terrible.

SUPER WWF 81% Issue 6 Even if you hate wrestling, this'll wow you. It looks and sounds great. SYVALION 20% Issue 16 This is T-2 THE ARCADE GAME 81% Issue 25 A shoot 'em up arcade game which can use mouse or scope.
T-2 JUDGEMENT DAY 31% Issue 26 A complete shambles of a license Oh dear. Oh dear. Oh dear

TAZ-MANIA 55% Issue 20 Fast and colourful race game, but it's stupidly tough and soon gets boring.

TECMO SUPER BOWL 85% Issue

THE MAGICAL QUEST STARRING MICKEY MOUSE 81% Issue 13 A graphically stunning game, but the lifespan leaves some-

THE IREM SKINS GAME 64% Issue 13 Dunno what the title means but it's just another golf sim, and it's dull.

TERMINATOR 55% Issue 17 An ordinary platform shooter with below-par gameplay. What a waste.

TIMESLIP 55% Issue 24 A platform shooter which, although quite a laugh, hasn't got the gameplay.

TOM AND JERRY 49% Issue 17 What a waste of the licence. Lifeless poorly designed and unimaginative. **TOP GEAR** 93% Issue 9
Fast, furious and fun racer – the best two-player racing game, like, ever!

two-player racing game, like, ever! The Mode 7 graphics are exceptional. TOP GEAR 2 87% Issue 23 Although good, this is basically exactly the same as its predecessor. If you've already got that, it's pointless **TOTAL CARNAGE 74%**

Issue 23 Ropey conversion of the excellent coin-op. Speed and graphics aren't really up to scratch. TOYS 7% Issue 22 This game utterly devoid of gameplay. Still, the film wasn't much better.

TRUE GOLF CLASSICS 72% Issue 11 If it's a realistic rather than playable golf sim you're after, give

TURTLES IN TIME 63% Issue 10 Good-looking and occasionally quite fun, but it won't get the pulse racing. TURTLES TOURNAMENT FIGHTER 90% Issue 25 This is the

ULTIMATE FOOTBALL 71% Issue 22 Arcade-style US footy game which looks good but is too haphazard. ULTRAMAN 26% Issue 11 Poor animation and an almost total

UNCHARTED WATERS 42% Issue 18 A strategy game with lots of trading and a few bits of dull combat

Very boring.
UN SQUADRON 92% Issue 10 ich better horizontal

VIRTUAL SOCCER 68% Issue 24 Basic footy game which lacks finesse. sible Soccer or Striker **WAYNE'S WORLD 35% Issue 19** A crap movie licence with a complete 3D shoot 'em up which is so out of

WHEEL OF FORTUNE 17% Issue 20 Tedious, tacky and completely pointless.

WING COMMANDER SECRET MISSIONS 67% Issue 24 Almost MISSIONS 67% ISSUE 24 Almost exactly the same as the first Wing Commander game. This is basically an overpriced add-on. WOLFENSTEIM 87% ISSUE 26 Set in a first-person, 3D maze, this

WORDTRIS 61% Issue 15 A nicely done puzzler, but it's not exciting or addictive enough.

WORLD CLASS RUGBY 65% of teams, but it's too frustrating to play

Nazi-bashing extravaganza is

WORLD HEROES 55% Issue 24 A very unremarkable fighting game which falls miles short of Street WWF2: ROYAL RUMBLE 83%

Issue 19 A better game than the original, with lots of good, straightforward, old-fashioned violence.

XANDRA'S BIG ADVENTURE 41% Issue 18 Cute graphics, but this platformer is very basic and you'll get

Retro review

Oo-woo-oo! Cue echoey music and wavy lines as TOTAL takes you on a trip down memory lane, to re-discover some gaming classics...

Alien 3

Plavers: 1 From: Acclaim Released: June '93



Alien 3 takes the best bits from three blockbusting movies and then mixes 'em

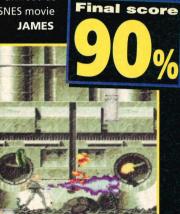
up to form a tasty gameplaying stew.

As far as atmosphere goes, this can't be beaten. The graphics and sound are astonishingly slick, and the animation is fantastically detailed.

There are six levels of missions to complete. Tasks are varied and include things such as sealing doors, repairing generators, rescuing cocooned prisoners and wiping out nests of eggs. Ripley's tooled-up with some brilliant weapons - machine guns, rocket launchers and flame-throwers being among my personal faves.

Alien 3 has three difficulty settings, ranging from Tough to Bloody Impossible and you'll keep going back, even if you've already completed it. I must admit, I loved the whole Alien thang and I

love this game almost as much! The best SNES movie license ever.



Micro **Machines**

From: Codemasters Released: September '92



If you own an NES and don't own Micro Machines, then you have a problem. We're not

talking about a simple Formula Zilch thrash along some endless, grey track. No. We're talking about a toy tank zipping around the floor of a toy room. We're talking about a speed boat skimming around a bath tub, dodging plastic ducks, soap and whirl pools. We're talking about screeching over a green-baize pool table before skidding into the pockets. We're talking about racing past a half eaten waffle on a kitchen table.

Yup. That's right, we're talking about one weird game. Micro Machines features some of the fastest graphics and action you'll ever see on the NES, add responsive controls, a vicious two-

player option and a bellyful of laffs and you've got a sure-fire winner! JAMES

75

0

1

2

0

0

Final score

Tems

Players: 1-2 From: Nintendo Released: November '89



So, you thought you'd save yourself a bit of dosh and pick up a Game Boy with Solas instead of the

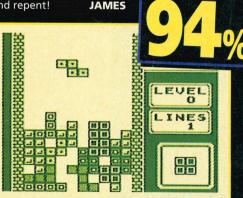
one bundled with Tetris? After all, how much funcan a sliding-block, puzzle game be? No flash graphics or complicated storyline? Tetris. Pah. Who needs it?

Well, you've made a big mistake. There are only a few games which will bring the TOTAL office to a stand still. Tetris is one of those games.

The concept is simple. Blocks fall from the sky, you rotate and move them to make solid lines. Complete a line and it disappears. As the action hots up, the stack of blocks gets higher and higher. The game finishes when the blocks reach the top of the screen.

If you've got a Link cable, you can also play against a mate. Put simply, Tetris is a joy to behold

and play. If you don't own it, then find it, buy it, play it and repent!



APRIL 1994 ■ ISSUE TWENTY-EIGHT ■ TOTAL! (87) TOTAL RECALL

CASTLEVANIA 2

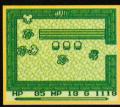
90% (Issue 5) Massive levels and fiendish traps, plus some ghastly, ghoulish graphics. Trouble is, it's a bit too repetitive.

CASTLEVANIA

Good game, but the early scenery isn't really varied enough. Shame.

MYSTIC QUEST 85% (Issue 27)

Yup, it sure feels like Zelda. A luverly game, but it's lacks the variety of its big brother!



A guide to NES fantasy games

BATTLE OF OLYMPUS

92% (Issue 1)
Plenty of slice 'n' dice action in a good-looking quest that's monstrously huge.

90% (Issue 1)

Over 250 screens of isometric 3D exploration. If you can find it, then this one is a must

GAUNTLET II 88% (Issue 1)

A near perfect arcade conversion which you can play with the Four Score adaptor. A



FAXANADU 88% (Issue 13)

Great to look at, even better to play. This is a big challenge

DRAGON'S LAIR 83% (Issue 3)

A bit straight forward and linear, but it contains intriguing puzzles and amazing animation.

ZELDA II

82% (Issue 3) Slightly dodgy graphics, but there are enough puzzles to



CASTLEVANIA 3 80% (Issue 7)

This has to be the best of the series on the NES. A meaty beat 'em up with plenty of fantasy atmosphere.

XARDION 27% Issue 9 Everything hout this platform shoot 'em up is naff. Avoid like the plague.

X-ZONE 70% Issue 16 One of the better Super Scope games, but there's still not much to keep you amused.

YOSHI'S COOKIE 73%

Issue 23 A Tetris-like puzzle game which is un and challenging.

YOSHI'S SAFARI 69% Issue 23 Fab
little racing game with an excellent
Super Scope option. Bit too simple,

YOUNG MERLIN 78% Issue 25 Walk around a magical landscape collecting stuff...For a long time! ZELDA III: A LINK TO THE PAST 93% ISSUE 11 Fantastic adventure that's big, atmospheric, and very ZOMBIES 92% Issue 22 Fab-looking

ZOOL 49% Issue 26 Uh-oh.Some pretty graphics, but it's spoilt by dated gameplay. Steer clear

Game boy

ADDAMS FAMILY 52% Issue 7 A tough challenge, but it's all a bit plain. More pukey than ooky. ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 78% Issue 19 Jnoriginal platform formula, but it's big, tough, playable and addictive. **ADVENTURE ISLAND 56%**

Issue 9 Loads of levels and smooth, clear graphics. Unfortunately lame gameplay, though.

ADVENTURE ISLAND 2 40% Issue 19 Dull, samey and easy plat-former. You'll finish it in a few days

THE ADVENTURES OF ROCKY AND BULLWINKLE 39% Issue 13
One of the naffest platform collect
'em ups ever to hit the Game Boy.
ALFRED CHICKEN 85% Issue 17

ALIEN VS PREDATOR 79% Issue

25 A pleasant surprise after all the with the SNES version

ASTEROIDS 55% Issue 5 The simple but compulsive blaster of old just isn't the same on the Game Boy.
ASTERIX 74% Issue 20 A tough but bland platformer, ruined by the awkward controls

THE AMAZING SPIDER-MAN
68% Issue 3 Lots of web-throwing
and beat 'em up sequences make this

BALLOON KID 76% Issue 3

BALLOON KID /6% Issue 3 A cutesy little adventure providing excellent hazard-dodging fun. BARBIE 45% Issue 21 Pukey plot, over-sensitive collision detection and dull gameplay. Yuck. BART SIMPSON'S ESCAPE FROM CAMP DEADLY 92%

BART VS THE JUGGERNAUTS 45% Issue 12 Mildly entertaining at first but then utterly frustrating Tirst but then utterly frustrating.

BATMAN 80% ISSUE 1A tricky little
platform shoot 'em up. Small graphics
but speedy action.

BATMAN: RETURN OF THE JOKER
86% ISSUE 10 Glorious graphics, fab

BATMAN THE ANIMATED

BATTLESHIPS 23% Issue 14 The Game Boy version of the pen-andpaper game. Boring and pointless BATTLETOADS 90% Issue 11

BATTLE OF OLYMPUS 90%

BEST OF THE BEST 38% Issu A uncontrollable karate game which doesn't have enough moves.
BILL AND TED'S EXCELLENT **GAME BOY ADVENTURE 91%**

BLADES OF STEEL 60% Issue 6 Disappointing version of a great

game. Not really suitable for the BLUES BROTHERS 74% Issue 10 tough platformer with slow raphics but big and varied levels. **BLUES BROTHERS 2** 61% Issue 27 Bad brothers more like. Sloppy level design and highly frustrating

BO JACKSON 76% Issue 22 This cart has a baseball and a US footy game on it, and they're both decent. reens keep this interesting

BOMB JACK 84% Issue 12 Maybe not sophisticated enough for some tastes, but still great fun.

BOXXLE 69% Issue 9 Looks easy, but the 108 puzzling levels just get harder and harder.

BOXXLE 2 72% Issue 10 Simple but

engrossing. You won't find more refined puzzle-solving than this.

BRAIN BENDER 77% Issue 11 A fun and fiendish puzzler with a challenge that will last for ever. **BUBBLE BOBBLE** 68% Issue 6 Terrifically addictive platform action Passwords make it too easy, though **BUBBLE GHOST 22% Issue 8** Blowing a bubble around a house could have been fun. Sadly, it ain't BUGS BUNNY 43% Issue 1 This game has 80 levels, but sadly they're

RURAI FIGHTER 84% Issue 4 A beautifully structured eight-way scrolling shoot 'em up which will last BURGER TIME DELUXE 71% Issue 8 Possibly a bit too simplistic but this is still an addictive, if rather CASTELIAN 75% Issue 8 Simple

frustrating and addictive. Could annoy rather than enthrall.

CASTLE QUEST 68% Issue 26 It's a bit like chess, except you've loads of bit line cless, except you reloads obtained pieces with funny moves.

CASTLEVANIA ADVENTURE 89% Issue 1 Lovely animation and detailed backdrops make this a rea! treat for gamesplayers everywhe CASTLEVANIA II 90% Issue 5 rilliantly original but great fun,

CAESAR'S PALACE 60% Issue 6 None of the five gambling games here requires enough skill.

CENTIPEDE 68% Issue 5 Basic but tough and addictive. Fun to zap away

CHASE HQ 50% Issue 20 Dated and uneventful racer with a cops-and-

CHOPLIFTER II 80% Issue 6 Graphics are unimpressive, but it's an involved game with lots of challenge.

THE CHESSMASTER 90% Issue 1
Snap this up if you can still find it – it' CHUCK ROCK 50% Issue 26 Fairly tedious platformer where you play a

CLIFFHANGER 38% Issue 25 Big

form beat 'em up..
COOL WORLD 39% Issue 19 Bizarre puzzle platformer based on the movie Both are floor DAEDALIAN OPUS 45% Issue 5

Challenging, but not exciting enough if you're not into puzzles.

DARKWING DUCK 76% Issue 18 Nice-looking and varied, but the levels

are too few and too easy.

DAYS OF THUNDER 73% Issue 4 Slick enough to keep you amused if you want yet another beat 'em up DOUBLE DRIBBLE: FIVE ON

FIVE 33% Issue 20 Confusing basketball sim with few good points. DRACULA 80% Issue 22 A big and challenging game, but the jerky scrolling is off-putting.

DRAGON'S LAIR 79% Issue 3

Some of the best Game Boy graphics you'll ever see. Hard but playable. DR FRANKEN 91% Issue 5 Beautiful platform adventure with detailed graphics. Flippin' brillian DR FRANKEN 2 89% Issue 20

DR MARIO 64% Issue 1 Even the inimitable Mario, this eventually gets pretty dull.

DROPZONE 79% Issue 15 Loses

summat on the 'Boy, but still a stiff challenge for shootin' treaks. **DUCK TALES** 78% Issue 2

A snazzy little collect 'em up with a tough challenge and good control. **DUCK TALES 2** 55% Issue 24 A playable platformer, but it's too easy and too similar to the original DYNABLASTER 93% Issue 2

EDD THE DUCK 80% Issue 21 Standard platform game, but a very playable and good-looking one. PIRE STRIKES BACK 80% Issue 17 It's not quite as good as Star Wars, but it's still a decent and challenging platformer.

F-1 POLE POSITION 79% Issue 26 Not a bad racing game, but it's pricey if you want four players.

F1 RACE 88% Issue 1 Loads of courses, four-player link-up and fast

F-15 STRIKE EAGLE 78% Issue 15 Frantic seat-of-the-pants combat, but not enough depth or variety. FACEBALL 2000 93% Issue 5 Graphics you could frame and

FELIX THE CAT 49% Issue 25 An absolutely cack platformer which is a doddle to complete. FERRARI GRAND PRIX CHALLENGE 63% Issue 11 All the usual racing stuff but nothing new.

THE FIDGETTS 77% Issue 24 ugh puzzley platformer with nice,

FINAL FANTASY: LEGEND 3 78% Issue 25 Good, but routine RPG which doesn't match Zelda. FIREFIGHTER 79% Issue 21 Original platformer. Dodgy graphics, but the action makes up for it. THE FLASH 74% Issue 17 Not much action, but this is enjoyable

THE FLINTSTONES 53% Issue 18 This cartoony platformer is very neat but it's got one flaw – it's far too eas FOOTBALL INTERNATIONAL Issue 8 A second-division game. With only one player it gets dull very quickly FORTIFIED ZONE 68% Issue 4 With only four short levels this mazey A platform collect 'em up with good meplay but no passwords GARFIELD 45% Issue 22 Garfield is

a pretty cool dude but this platform puzzler is bland and unimaginative.

GARGOYLE'S QUEST 76% Issue 3 /ariety, challenge and good looks eds brainpower and reflexes. **GAUNTLET 2** 41% Issue 3

A faithful conversion, but it's a bit of a pain on the small screen. GEAR WORKS 65% Issue 27 A limited puzzler which is never going GEORGE FOREMAN'S KO BOXING 20% Issue 14 What can we say? Er

'Don't buy it!'

GHOSTBUSTERS 2 85% Issue 4

GOAL 80% Issue 24 Titchy players and awkward controls make this footy sim very little fun to play.

GREWLINS 2 82% Issue 2 Great

graphics and fun gameplay. Tough but well worth the aggro.

HAL WRESTLING 28% Issue 10

A truly crap wrestling game. You can't even tell the players apart.

HARMONY 69% Issue 11 A tough game, with original puzzling game HIT THE ICE 50% Issue 13 At first this ice hockey sim seems okay, but after a while it gets deathly dull. **HOME ALONE 38% Issue 4** Wander around an empty house and bash a HOME ALONE 2 57% Issue 16
Slightly better than the Super NES game, but much too easy.

and excellent gameplay HUDSON HAWK 35% Issue 10 Looks nice, but the boring gameplay won't last for more than an hour. **HUMANS** 60% Issue 23 Boring and slow Lemmings rip-off. It's big and

cute but don't bother HUNT FOR RED OCTOBER 40% Issue 5 Loads of levels which look the same, but not much like the film.

HYPER LODE RUNNER 84% Issue 2 Classically simple platformer Sad graphics but huge playability. ISHIDO 68% Issue 5 Fun to begin

variety here to last . JOE 'N' MAC 75% Issue 14 f you're after some raw challenge this little monster will keep you

JORDAN VS BIRD 71% Issue 11 This three-in-one basketball sim can prove irksome at times, but generally

JURASSIC PARK 70% Issue 23 Smart enough collect 'em up., but spoilt by some dreadful touches.

KID DRACULA 80% Issue 18 Cute platformer aimed at a younger market but still worthwhile for oldies. KID ICARUS 68% Issue 11 An engaging little platformer, but it's all a bit samey. You'll soon get bored. KILLER TOMATOES 79% Issue 9 silly scenario but quite a fab game. Big levels and oodles of action. KING OF THE ZOO 87% Issue 1 Entertaining and fun ball-rolling, bash

Issue 12 An original idea, and it looks pretty, but it's far too easy. Shame. KIRBY'S PINBALL 92% Issue 26 |

KRUSTY'S FUN HOUSE 84% Issue 13 A well-done puzzler with simple design but tons of gameplay simple design but tons or skyling to the kwirk 78% Issue 1 Fiendishly but incredibly playable puzzler.

LAST ACTION HERO 59% Issue 25 Platform beat 'em up featuring good visuals and crap gameplay.

AWNIMOWER MAN 85% Issue 25 injoyable licence with loads of sub-

LETHAL WEAPON 41% Issue 18 beat 'em up with poor control and ring action. More like Water Pistol

f you ask us. .**EMMINGS** 90% Issue 14 The

THE LITTLE MERMAID 45% Issue 17 This swimmy game is to easy and too cute for all but the youngest players.

LOONY TUNES 80% Issue 13

Annoying scrolling levels, but brilliant

animation and great action. McDONALDLAND 66% Issue 14 Fun for a while, but frustrating in the long run and desperately unoriginal.

MARBLE MADNESS 31% Issue 4 Graphically great and very playable, but it's too small and too dated MARIO AND VOSHI 80% Issue 15 Fantastically simple, but guaranteed to draw you in and not let you go.

MAX 57% Issue 14 An average plate former with some nice ideas but

disappointing graphics.

MEGA MAN 3 83% Issue 16 A challenging blast which is nothing new but still addictive and fun.

MERCENARY FORCE 54% Issue 9 Tough, different but ultimately tedious scrolly lefty-righty gam METROID 2 66% Issue 8 Too big

MICKEY MOUSE/BUGS BUNNY 2 80% Issue 14 Yes, they're the sa game. A pretty and fairly varied platormer which is speakily addictive MICKEY'S DANGEROUS CHASE

38% Issue 9 A non-eventful, sad excuse for a platformer.
MINER 2049ER 25% Issue 18 Primary-school graphics and probably the worst gameplay ever on the GB MISSILE COMMAND 49% ISSUE 7 Poor control method and lame vismean this falls short of the target.

MONSTER MAX 90% Issue 26

MORTAL KOMRAT 59% Issue 21

Nice try, but let down by animation and controls.

MOTOCROSS MANIACS 91%

Issue 6 Fast 'n' furious action makes

MOUSETRAP HOTEL 47% Issue 13 MR DO 80% Issue 10 Nigh-perfect

conversion of the highly addictive and cerebral maze-muncher. MUHAMMAD ALI BOXING 45%
Issue 27 Nice looking game, which is spoilt by shallow gameplay.
MYSTERIUM 79% Issue 11

Adventure-cum-maze game with added shooting which works well

MYSTIC QUEST 85% Issue 27

you liked Zelda, then you'll love the

NAIL 'N' SCALE 32% Issue 10 A tedious puzzle game which is more annoving than challenging NAVY SEALS 79% Issue 2 Run ong-and-shoot 'em up with good olasting gameplay.
NBA BASKETBALL 35% Issue 20

Nobby basketball sim that's unlikely to thrill even hardened fans. IEMESIS 2 93% Issue 12 Just as

NICEL MANSELL 73% Issue 23 Some good graphics and gamepla but too realistic to be any fun. NINTENDO WORLD CUP 64% ssue 1 More oddball than football This game looks interesting but, sadly,

lacks excitement.

OTHELLO 92% Issue 2 Wipes the

OUT TO LUNCH 50% Issue 25

DOUT TO LUNCH 50% ISSUE 25 Dodgy and badly repetitive platform collect 'em up. PACMAN 51% ISSUE 7 Basic game-play and fiddly control. Things ain't what they used to be. PANG 78% ISSUE 24 Conversion of the bubble-bursting coin-op, with 40 PAPERBOY 77% Issue 3 This game gets a lot of fans. Dunno why – it's as dull as the Sunday Times.

PAPERBOY 2 50% Issue 10

Virtually identical to the first game and just as lame

ract as lame.

RASOL STARS 92% Issue 11

o't let the cutesy graphics fool you is arcade game's tough and very,

PARODIUS 83% Issue 10 A stan dard shooter at heart, but it looks fab

ALL DREAMS 32% Issue 23 Oh dear. Lousy graphics lame gameplay and only three tables

PIT FIGHTER 27% Issue 10 This has a massive five opponents and a grand total of three fighters. Hmm POPEYE 2 82% Issue 15 Honest little platformer with no frills but fast graphics and good gameplay. POPULOUS 70% Issue 19 A good

POPULOUS 70% Issue 19 A good attempt, but too awkward and too complex for the 'Boy.
POP-UP 61% Issue 14 Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.
POWERPAWS 34% Issue 20 Unoriginal and easy puzzle game with PRINCE OF PERSIA 83% Issue 8 An absorbing and playable bash 'em up. Best by far as a head-to-head.

PROPHECY 51% Issue 11 Big and

varied platform game, but it's too tough and the action's patchy. THE PUNISHER 49% Issue 14
Similar to Operation Wolf but too repetitive and too annoying.

Q*BERT 80% Issue 7 Just another platform puzzler, but the gameplay is timeless and addictive QIX 81% Issue 3 Guide a ship around, filling the screen as you go. Weird but worth a look. Weird but worth a look.

QUARTERBACK CLUB 46% Issue 27 Four very weak events in this basic Track And Field type game.

RAGING FIGHTER 52% Issue 20 Beat 'em up with nice big sprites but dull action and not enough moves. Forget the dire Super NES version this has got to be one of the best GB

RADAR MISSION 53% Issue 3 This is just like that old pen 'n' paper war game, Battleships. Hmm. RAWPARTS 59% Issue 22 Weird puzzler-cum-war game which gets impossible after a while.

THE REN AND STIMPY SHOW

30% Issue 19 You'd have to be really

stupid to buy this game THE RESCUE OF PRINCESS BLOBETTE 55% Issue 2 Just as dull and aimless as the NES version.
REVENGE OF THE 'GATOR 85% Issue 1 Ace pinball sim with smooth

ROAD RASH 29% Issue 22 Basic graphics and clumsy controls.

ROBOCOD 60% Issue 19 Better
than both the Super NES and Game Boy versions, but still lacks content.

ROBOCOP 74% Issue 1 Entertaining

and challenging enough, but too slow to be brilliant. ROBOCOP 2 86% Issue 10 Unoriginal, but it's got nice graphics,

ROBIN HOOD 74% Issue 15 Great graphics and lots of slashy bits, but if you don't like RPGs, forget it. RODLAND 90% Issue 19 Simple design but fun and engrossing plat-

form gameplay. **R-TYPE** 86% issue 1 A classic shoot m up with great graphics and plenty

R-TYPE II 68% Issue 14 Technically even better then its predecessor, but falls down on account of its lifespan. SENSIBLE SOCCER 70% Issue 25 A tricky game to do on the GB. Brave attempt, with a good two-player mode
SIDE POCKET 59% Issue 1 This pool game's okay with two players but is otherwise disap-

SKATE OR DIE (BAD 'N' RAD) 76% Issue 2 Sufficiently different to the NES original to be rather good.

SNEAKY SNAKES 58% Issue 4 The GB version of NES Snake, Rattle 'n' Roll, but it's only 2D and a bit dull. SNOOPY'S MAGIC SHOW 71% Issue 6 With simple graphics, this is great on the move. Too easy, though SOCCER MANIA 13% Issue 11 A very sad soccer sim, with appalling control and indistinguishable players SOLAR STRIKER 72% Issue 1 but let down by crude vis

SPEEDBALL 2 51% Issue 16 A poor version of the classic game. It's too slow and the targets are unclear.

SPEEDY GONZALES 72% Issue 22 A decent game with lots of nice touches, but it's not very challenging. SPIDER-MAN II 69% Issue 9 A playable little platformer, but not really of superhero proportions.

SPIDER-MAN III 70% Issue 19 Dull, unoriginal platform-blaster which plays like a bag of pebbles.

SPIDER-MAN X-MEN 48% ISSUE 27 A masterpiece of annoying game play and irritating quirks.

SPLITZ 83% Issue 20 Bored with Tetris? Then get this. It's the most addictive puzzler for a long time SPOT: THE COOL ADVENTURE 66% Iss 18 Have you ever played McDonaldland? Well, this is exactly the same, i.e. Very average.

STARHAWK 65% Issue 19 Same blasting formula as Nemesis, but with re near the same excitement. STAR SAVER 34% Issue 7 A tedious game with weedy visuals and formulaic gameplay.

STAR TREK 57% Issue 10 This has loads of levels and nice graphics, but the gameplay's lame. STAR WARS 80% Issue 12 Big and tough, just like the NES shooter.

SUPER HUNCHBACK 90% Issue 7

Brilliantly animated platformer with SUPER KICK OFF 77% Issue 6 Quite simply the best footy game available for the Game Boy.

SWAMP THING 21% Issue 14 Poor excuse for a platformer, despite its environmental message.

SUPER MARIO LAND 94% Issue 1

SUPER MARIO LAND 2 70% Issue 12 This has all the usual Mario stuff, but it's not really up to scratch.
SUPER OFF ROAD 16% Issue 13 Even weaker than the SNES game Slow, uncontrollable and frustrating TALE SPIN 63% Issue 18 A shoot em up featuring Baloo the bear. Fun for a while but soon gets boring. TAZ-MANIA 55% Issue 24 A load of old tat. It's virtually identical to Edd The Duck, but not as good.

TECMO BOWL 62% Issue 22 Goodlooking American footy sim which is too haphazard to be fab. MIS 90% Issue 1 Superb control perfect graphics. You'll never pick

on play with all the class of its

T2: THE ARCADE GAME 71% Issue 13 If you can ignore the samey ness you'll love the action-packed mayhem here.

MINATOR 2 80% Issue 3 A neat game with spiffy graphics and all the best bits from the film. TESSERAE 80% Issue 24 Fiendish puzzler with echoes of Othello. Three levels and nine different boards. TINY TOOMS 2 86% Issue 26 Great graphics. The early stages are naff, at the later ones more than make up TINY TOON ADVENTURES 89%

TIP OFF 78% Issue 13 This is an unoriginal basketball sim, but it does TITUS THE FOX 71% Issue 16 An average platformer, but the two-player link-up option is nice. TOM AND JERRY 65% Issue 24

Tragic waste of a licence. Tom and Jerry actually co-operate! TOP GUN: GUTS AND GLORY 60% Issue 15 Easy to learn, with loads of missions but poor air combat.

TOTAL CARNAGE 61% Issue 24 Even more disappointing than the

Super NES conversion.

TOP RANKING TENNIS 92%
Issue 21 Not as jolly as GB Tenn

TRACK AND FIELD 64% Issue 20 Decent version of the classic athletics sim, but only for button-bashing fans TRACK MEET 64% Issue 9 Well-designed athletics sim which has nothing new to offer but is still fun.

TRAX 32% Issue 10 A blaster with almost no action. Sad.

TUMBLEPOP 30% Issue 20 Dull

platformer with a dodgy storyline. Get Rodland instead

TURN AND BURN 80% Issue 15
A feature-packed, realistic flight sim with clean and detailed graphics.
TURNICAN 79% Issue 5 Massive and very challenging shoot 'em up. Almost as slick as on the NES TURTLES: FALL OF THE FOO 91% Issue 1 A great beat 'er

TURTLES 2: BACK FROM THE SEWERS 84% Issue 6 A fine seguel to the first game, with more variety and

TURTLES 3: RADICAL RESCUE
78% Issue 25 5mart scrolling beat
'em up. Big and bee-yoo-tiful.
ULTIMA 84% Issue 12 It's a bit too easy to die, but this is a huge RPG which you'll want to finish WAVE RACE 70% Issue 16
Not the best racer ever, but the addition of water makes it interesting.
WORDTRIS 44% Issue 16 A poor imitation of Tetris, but with words
WORLD CIRCUIT SERIES 75% **Issue 9** A good, playable racing sim. The F1 tracks are fiendishly hard. wwf superstars 49% Issue 4
Beautiful graphics and heaps of neat
moves, but it's far too easy. WWF SUPERSTARS II 44% Issue 11 This has nothing new and is ridiculously uncontrollable.

XENON 2 69% Issue 13 A polished

conversion of a classic shooter, but it's

looking dated now.

YOSHI'S COOKIE 73% Issue 23 Quite fun to play for an hour or so, but it's just another puzzle game.

ZELDA IV 97% Issue 23 Yes, yes
yes! If you don't own a Game Boy,

Issue 19 A horizontally scrolling beat 'em up with nice graphics and okay **2001.** 60% Issue 24 Lame Amigaesque platformer which is simply not good enough for Nintendo.

NES

A few new ideas, but it's ruined by bad controls and collision detection A BOY AND HIS BLOB 55% Issue 2 Original, with nice backdrops, but it's too slow and lacks action.

ACTION IN NEW YORK 69% Issue 12 A tasty blaster, similar to Probotector but with only five levels ADDAMS FAMILY 55% Issue 7 Playable at first but marred by poor collision detection and too-easy leve ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 74% Issue 18 Much more playable than the first game, but still not tough enough ADVENTURE ISLAND II 579 Issue 9 Loads of levels, but it's too simplistic and doesn't have enough ALFRED CHICKEN 80% Issue 23 A good, solid platform game, with plenty to do and see, nice graphics and just enough challenge. ATF STEALTH 21% Issue 17 A flight sim with very little variety a nothing to offer. Monotonous stuff BAD DUDES 39% Issue 13 Yes, a bad beat 'em up – bad sounds, bad animation and bad gameplay. BARBIE 19% Issue 20 Even Barbie ans will get no enjoyment from this. solutely appalling stuff BART VS THE WORLD 67% Issue 8 A tough platformer with five massive levels and lovely backdrops.

BARTMAN VS. RADIOACTIVE MAN 67% Issue 18 Lots of variety and a huge challenge, but it can become frustrating BATMAN 81% Issue 1 A tough platformer with five massive levels and lovely backdrops. A must. BATMAN RETURNS 48% Issue 15 A run-of-the-mill platformer that lacks inspiration and imagination BATMAN: RETURN OF THE JOKER 64% Issue 12 Luscious graphics and lots of variety, but it's sluggish and unresponsive. BATTLETOADS 92% Issue 11 Tough, amazing-looking arcade that

BATTLETOADS VS DOUBLE

variety and great graphics.

BATTLE OF OLYMPUS 92%

BIONIC COMMANDO 63%

DRAGON 90% Issue 24 Excellent scrolling beat 'em up with loads of

Issue 1 A truly engrossing and highly

BAYOU BILLY 22% Issue 4
An awriting the property of ripped-off game

Issue 13 Not awful, but hasn't got

the playability of the arcade original BLADES OF STEEL 75% Issue 27

A highly playable ice hockey sim which will keep you going for

BLASTER MASTER 71% Issue 6

Neat graphics and lots of exploring, but no passwords and it goes on a bit BLUES BROTHERS 30% Issue 12

but its looks let it down

Tough, mazey platformer with big,

A slick platform hack 'em up. Great

A slick platform hack 'em up. Great backdrops and varied enemies. BOULDERDASH 90% Issue 1 Addictive and challenging diamond-collecting, boulder-dodging action. BUBBLE BOBBLE 80% Issue 1

THE BUGS BUNNY BIRTHDAY

BLOWOUT 31% Issue 4 Jerky scrolling, crap graphics and dull levels.

Not a good bet. **BUCKY O'HARE** 86% Issue 16

The difficulty level's a bit patchy, but

BURAI FIGHTER 77% Issue 16
A solid blaster with a good mix of mindless blasting and tactical play.
CAPTAIN PLANET 70% Issue 3

A scrolling shoot 'em up with brilliant animation and a varied challenge.

animation and a varied challenge.

CAPTAIN SKYHAWK 83% Issue 1
A superb blast 'em up with smooth
graphics and frantic action.

CASTELIAN 71% Issue 8
Frustrating but exicusts.

rustrating but enjoyable climb 'em up. Difficult yet compulsive. CASTLEVANIA 71% ISSUE 7 A big, fun game, although you may find the gameplay a little repetitive.

CASTLEVANIA II 61% Issue 7

More adventurey than the first game, but still pretty repetitive.

BLUE SHADOW 74% Issue 4

The worst Zapper game ever

only.

DROPZONE 90% Issue 14 An oldie, but it's a frantic mega-blast and ideal

DUCK HUNT 43% Issue 4 A mildly fun Zapper game. Okay if you get it free with the Action Set but don't buy

CASTLEVANIA III 80% Issue 7

The best of the Castlevania series. A meaty beat 'em up with lots of action.

CAVEMAN NINJA 67% Issue 4

oks good but plays bad. Repetitive

and badly structured.

CHIP 'N' DALE RESCUE RANGERS

81% Issue 4 Great graphics and fun

Who would have though it possible? This is even worse than the dire film.

CRASH DUMMIES 71% Issue 19

Nice graphics, but the action is unimpressive and the big levels are a drag. CRACKOUT 22% Issue 8

Classic Breakout style, but bad design

and stupid additions make it tedious

Clever view of the track, but all the

DEFENDER OF THE CROWN 71%

Issue 1 A complex quest which looks interesting but doesn't quite work.

DEFENDERS OF DYNATRON CITY

DIE HARD 78% Issue 7 Looks tatty

but there's a neat game inside.
Realistic and engrossing.
DIGGER T ROCK: THE LEGEND
OF THE LOST CITY 58% Issue 1

Colourful graphics and slick

DRACULA 60% Issue 22

animation, but it's deathly dull

DISNEY'S ADVENTURES 44%

Issue 10 A collection of five badly done sub-games. Basic and glitchy.

DIZZY 90% Issue 12 Massive, good

oking arcade adventure. Lots of

Smart graphics and animation, but it's too easy and too unoriginal.

DRAGON'S LAIR 83% Issue 3

A bit straightforward, but intriguing

Two ancient platform games which are showing their age a bit now.

DOUBLE DRAGON II 43% Issue 14

More dull beat 'em up 'action' from

Issue 11 It's tough, but you'll get bored before you finish it. Repetitive

and unoriginal.

DOUBLE DRIBBLE 67% Issue 27

Simple basketball sim that's enjoy

able, but lacks variety. For big fans

puzzles and amazing animation

DONKEY KONG 40% Issue 5

the duff Double Dragon team

DOUBLE DRAGON III 36%

37% Issue 12 Basic, boring and

races are very boring.

cruddy all round.

DARKWING DUCK 62% Iss 23 Polished cart with some rewarding gameplay, but there're only four levels.

DAYS OF THUNDER 61% Issue 13

gameplay. A bit too easy, though.

COOL WORLD 33% Issue 18

DUCK TALES 69% Issue 2 Unoriginal, but playable title, with good animation and a beak-full of characters

DUCK TALES 2 55% Issue 2 A fun playable platformer, which you will complete in an evening. Pity. IABLASTER 90% Issue 13 Probably the best multi-player game ou'll ever see on the Game Bo

ELIMINATOR BOAT DUEL 56% Issue 17 Two-player racer which is fun for a while but ultimately boring **ELITE** 96% Issue 11 This shooting explore 'em up is old but ace. Huge

EMPIRE STRIKES BACK 85% Issue 12 Just a platformer at heart, but it's big, good-looking and fun. FAXANADU 88% Issue 13 Zelda-type adventure full of little

F-15 STRIKE EAGLE 56% Issue 9 An okayish flight sim, but the graphics and sound are unspectacular. FERRARI GRAND PRIX

CHALLENGE 61% Issue 9 Some nice ideas but the awkward controls make FESTER'S QUEST 14% Issue 22 A

very shoddy game in which you wander around doing very little. FIREHAWK 80% Issue 22 Challenging and strategic shoot 'em up, but let down by its graphics.

THE FLINTSTONES 46% Issue 10 Lovely graphics, but the finicky game-play makes it too frustrating. **GALAXY 5000** 52% Issue 7 Futuristic race and blast 'em up which s absorbing but too hard to d GARGOYLE'S QUEST 2 82% Issue **26** Full colour version of the Game Boy classic. Feels like a SNES game. GAUNTLET II 88% Issue 1
Smooth scrolling and over 100 levels.

GEORGE FOREMAN'S KO BOXING 51% Issue 15 Looks old and doesn't have enough oomph to compete. Very basic stuff GHOSTBUSTERS II 52% Issue 5 Some decent graphics and varied opponents, but it's far too easy.

An almost perfect conversion of the

GHOSTS 'N' GOBLINS 58% GHOSTS 'IV' GOBLINS 58%
Issue 20 More of an endurance test
than a game of skill. Leave well alon
GOAL! 39% Issue 1 Lousy graphics,
confusing gameplay and slow action
GODZILLA 10% Issue 8 How shall we describe this? Ah yes. Crap, crap, crap. crap. crap. And crap. GOL E 70% Issue 21

Crude and conventional sim which is easy to play and good for a laugh.

GREMLINS II 73% Issue 5 Challenging platform shoot 'em up Graphics are great, gameplay less so. **GUMSHOE** 75% Issue 4 More like a Mario game than a Zapper one. Fun, but a bit too weird.

HAMMERIN' HARRY 58%

Issue 14 Looks nice and plays well but it's unoriginal and far too easy. HIGH SPEED 47% Issue 8 A pinball game with messy visuals and frustrating gameplay. Very limited.

HOGAN'S ALLEY 64% Issue 4 Point 'n' shoot action which is fairly entertaining but lacks variety HOME ALONE 61% Issue 16 Looks a real dud at first, but once you get into it you'll find it's quite fun.

HOOK 84% Issue 6 A neat movie licence with sweet gameplay and bright, clear graphics.

HUNT FOR RED OCTORER 32% Iss 7 This shooter gives you lots of weapons, but it's too slow.

IKARI WARRIORS 59% Issue 20 Tough shoot 'em up which is too badly designed to be any fun IRON SWORD 79% Issue 13 Aka

Wizards & Warriors 2, this has great animation but is too frustrating. ISOLATED WARRIOR 72% Issue 1 Fast, furious 3D-ish shooter. Good fun. but the levels drag on a bit. IVAN 'IRON MAN' STEWART'S

SUPER OFF ROAD 54% Issue 1
Far too easy, but this dirt-track racer is still great fun with friends.

JACK NICKLAUS GOLF 57%

Issue 4 Detailed views and loads of features, but it's too inaccurate JACKIE CHAN ACTION KUNG FU 60% Issue 7 Smooth and smallooking, but the action is too

JAMES BOND JR 79% Issue 17 Nice graphics and a huge game area, but it's not challenging enough.

JIMMY CONNORS TENNIS 62% Issue 25 Fast and fluid tennis sim, which is, sadly, way too difficult.

JURASSIC PARK 79% Issue 23 A nice-looking game which is quite fun to play but a bit slow in places. Not brilliant but not bad either.

1% Issue 13 Nifty graphics, but the levels are badly designed and it's all rather average

KICKLE CUBICLE 62% Issue 4 This novel puzzler has great graphics and sound but it's a bit easy. KICK OFF 93% Issue 4 Playable, challenging and fast. Even if you're not into football, this really is a

KIRRY'S ADVENTURE 53% Issue 23 Lovely-looking platformer with loads of sub-games which, tragi-

cally, is far too easy.

KONAMI HYPER SOCCER 83% Issue 6 Fast and fun, with a good two-player game, but it's a bit easy. KUNG FU 36% Issue 13 Tedious em up with naff controls and lots of walking along. **LEMMINGS** 85% Issue 11 The

LETHAL WEAPON 50% Issue 18 Bad animation and clumsy gameplay Really second-rate stuff. LIFEFORCE SALAMANDER 84%

Issue 21 Lovely scrolling shoot 'em up which is really fast and frantic. LITTLE NEMO 77% Issue 8 This fun cartoony arcade adventure may be cute, but it's as hard as nails! LOLO 65% Issue 8 A decent challenging puzzler, but it lacks character and is a bit colourless. LOW G MAN 94% Issue 2

A huge, playable and ingenious game st levels and beautiful

MANIAC MANSION 83% Issue 3 Fun graphics and clever puzzles make this adventure game very playable.

MARBLE MADNESS 56% Issue 2 An excellent graphic conversion, but with only six levels it's too restricted MARIO AND YOSHI 66% ISSUE A decent enough puzzler, but it lacks that all-important addictive edge.

MAXIVISION 15 27% Issue 10 What a load of rubbish! There are 15 games here and they're all crap.

McDONALDLAND 77% Issue 13 This isn't a particularly original plat-former, but it looks okay-ish and it's

MEGA MAN 68% Issue 6 An extremely tough platform shooter, with no password system. Beware!

MEGA MAN 2 83% Issue 6 Not as tough as the first Mega Man, and better all round. Bright, funny and really rather good.

MEGA MAN 3 87% Issue 10 Retter METROID 66% Issue 20 A big platform arcade romp that would la a good while if it wasn't so dull. MIG 29 70% Issue 21 Challenging cart with two game styles. Fairly fun but too limited

MISSION IMPOSSIBLE 79%
Issue 4 There's lots of fun to be had with this spy sim if you persevere MONSTER IN MY POCKET 69% Issue 15 It's got the looks, it's got the gameplay, but where's the challenge? NES OPEN GOLF 86% Issue 10 Doesn't break any new ground, but **NEW ZEALAND STORY 93%** NOAH'S ARK 86% Issue 16 No

NORTH AND SOUTH 74% Issue 12 Patchy graphics, but this Civil War game is varied and enjoyable. OPERATION WOLF 36% Issue 10 crap lightgun game which is irritating as well as boring.

PAPERBOY 2 50% Issue 14 Unoriginal, uncontrollable and badly programmed. Oh, and boring.

PARASOL STARS 91% Issue 13
Cute, addictive and tough. This great platformer will soon get you hooked.

PIRATES 85% Issue 16 Atmospheric

PRINCE OF PERSIA 35% Issue 15 Shoddy animation and awkward controls. Looks very dated now PRINCE VALIANT 59% Issue 14 Mildly engaging for a while, but ulti-mately too primitive and awkward. PROBOTECTOR 85% Issue 4 PROBOTECTOR II 91% Issue 14

PUNCH OUT 74% Issue 11 One of the better NES boxing sims, but too basic and simple.

RAD GRAVITY 74% Issue 14 Looks

a bit drab, but it's an intriguing plat-former with loads of variety. RAD RACER 66% Issue 9 Not bad, repetitive gameplay. but speiled by average graphics and

RESCUE: THE EMBASSY MISSION 18% Issue 5 Sniping, abseiling and loads of tip-toeing around, but boy is

RC PRO-AM 62% Issue 15 A weird game which plays really well but lacks depth.

RC PRO-AM II 76% Issue 17

A racer which can be fun for four players but doesn't involve much skill. ROAD FIGHTER 44% Issue 6 Addictive and fun, but looks awful and is far too primitive.

ROBIN HOOD 63% Issue 14 An

RPG-type explore 'em up with minor puzzles and major flicker. puzzles and major flicker.

ROBOCOD 56% Issue 20 One of the
better versions, but it's still far too
shallow and straightforward to be on
anyone's shopping list.

ROBOCOP 66% Issue 2 A fun

stomp-and-blast 'em up, but it's too easy and lacks longevity.

ROBOCOP 2 79% Issue 10 A brilliant platform shooter, but with infinite continues it's far too easy. ROBOCOP 3 88% Issue 13 A toug but intelligent game – brute force is

ROBOWARRIOR 21% Issue 23 A complete waste of time. This game is so dated it should be extinct.

ROLLER GAMES 72% Issue 2 A good mixture of jumping and punching. Not brilliant, but fun. RUSH 'N' ATTACK 65 Issue 22 A decent platform beat 'em up, but it's looking a bit crusty now. RYGAR 79% Issue 20 Huge,

playable and action-packed arcade platformer, but it's possibly too easy SECTION Z 42% Issue 22 Conventional space shoot 'em up with repetitive gameplay.

SHADOWGATE 74% Issue 2 Taxing

puzzles and plenty of places to visit It's just a shame you keep dying.

SHADOW WARRIORS 47% Issue 3 Huge levels and varied graphics, but frustrating and awkward to control.

SILENT SERVICE 75% Issue 18 A good conversion of a fab strategi sim, but not quite right for the NES.

THE SIMPSONS: BART VS THE

SPACE MUTANTS 75% Issue 18 Lots
of humour, but it's tough and there

are no passwords SKATE OR DIE 52% Issue 27 This has five sub-games, but none of 'emare any good and some really stink.

SKI OR DIE 53% Issue 2 Just like Skate Or Die – except there's more

SMASH TV 82% Issue 3 Lots of baddies make this a frantic blaster. but it's too repetitive in the long run SNAKE, RATTLE 'N' ROLL 90%

NAKE'S REVENGE 44% Issue 6 Quite fun to begin with but gets mighty dull after a while.

SOLAR JETMAN: HUNT FOR
THE GOLDEN WARPSHIP 92%
Issue 1 This shooting explore 'em up SOLOMON'S KEY 89% Issue 21 colourful graphics and 50 screens.

SOLSTICE 90% Issue 1 Lovely

SPIDER-MAN: RETURN OF THE SINISTER SIX 67% Issue 15 Not very fast, frantic or, er, frilling.
There are loads of better platformer
SPY VS SPY 69% Issue 23 Classic
game which will soon get boring. game which will soon get boring. STREET GANGS 61% Issue 12 An odd-looking and unspectacular beat 'em up with a few good touches. SUPER ADVENTURE QUESTS
69% Issue 19 Four games in one, but
only one of them is any good.
SUPER MARIO BROS. 2 79% Issue 5 More varied than the first Mario game but not as good as SMB3. **SUPER SPORTS CHALLENGE 63%**

Issue 17 Good-value four-in-one sports game. Basic, but fun for two players. SWORDS & SERPENTS 82%
Issue 2 Bland scenery, but the animation and action make up for it.
SWORD MASTER 22% Issue 7 Probable the most boring NES game ever. Indescribably dreary.

TALE SPIN 59% Issue 14 Cute and colourful graphics, but it's too fiddly.

TERMINATOR 2 74% Issue 3 A spiffy little game-of-the-film. Good platform beat 'em up action TIME LORD 43% Issue 1 Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful. TINY TOON ADVENTURES 88%

TO THE EARTH 82% Issue 4 A proper 3D shooter – but with a Zapper. Best lightgun game around. TOM AND JERRY 67% Issue 11 An unoriginal and uninspired platformer. (And where's Tom?) TOP GUN 69% Issue 14 Not a techy flight sim but a simplistic shoot 'em up. Fun, but not for long.

TOP GUN: THE SECOND MISSION 66% Issue 1 Amazingly fast visuals,

but too hard to be much fun TOTALLY RAD 54% Issue 8 An original and nice-looking skate-boarding game , but it suffers from a poor difficulty structure..

TRACK AND FIELD II 54% Issue 9

Another complex button-bashing sports sim. For fans of the genre only. TROG 67% ISSUE 3 Looks great and plays well, but it's not hard enough. TROJAN 52% Issue 21 Bog-standard scrolling beat 'em up with lots of baddies but few thrills.

TURBO RACING 81% Issue 9
Nice-looking and smooth-playing. A
bit simple, but it will last a while.
TURTLES 68% Issue 13 Looks a bit cack, but this mixture of maps and

tack, but this mixture of maps and bashing plays okay.

TURTLES 2 66% Issue 6 Lots of action and a few nice touches, but too repetitive and slow-paced.

TURRICAN 77% Issue 14 Platforms,

guns, nasties - Turrican's got 'em all Unfortunately, it's a hit tireso **ULTIMATE AIR COMBAT 82%** Issue 15 The best NES flight sim yet. This will test even the toughest flyers. **ULTIMATE STUNTMA**

WIZARDS AND WARRIORS III 76% Issue 7 Dull to start with, but becomes intriguing and playable.

WWF WRESTLEMANIA 30% Issue 6 Under the surface this game's a real lightweight, even for WWF fans WWF WRESTLEMANIA CHALLENGE 37% Issue 1 Good graphics and impressive moves, but it

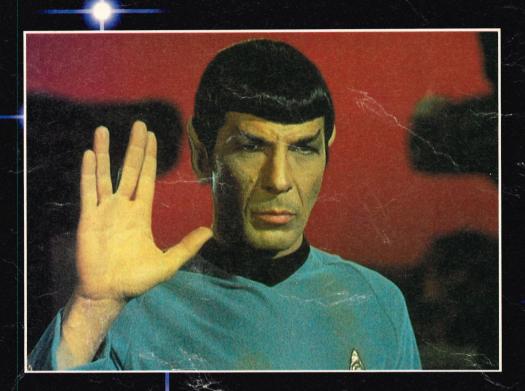
lacks challenge or excitement.

WWF STEEL CAGE CHALLENGE 40% Issue 13 Despite having all of wrestling's big names, this is very dull. WRATH OF THE BLACK MANTA 42% Issue 13 Good graphics, but it's unplayable – the hero dies too much!

XEVIOUS 58% Issue 22 Simple, slow and ancient shoot 'em up. May have been worth buying 10 years ago. THE LEGEND OF ZELDA 78% ssue 2 A vast but do-able quest, and the task holds your interest until you finish it. A classic

ZELDA II: THE ADVENTURES OF **LINK** 82% Issue 2 The graphics could be better, but there's plenty of action to keep you going.

APRIL 1994 ISSUE TWENTY-FIGHT TOTAL 80 TOTAL RECALL



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Please keep for me / deliver to my door* a copy of TOTAL issue 29 (May). Cheers.

MAG*SAVE

Next Month in TOTAL

We boldly go where no mag has gone before! We'll be beaming up exclusive work-in-progress features on all the new, Super NES Trekkie games, doing a full sensor scan of The Next Generation on the Game Boy and maybe, just maybe, we'll have the scoop of the decade - Super Metroid on the Super NES. See you there and remember, live long and prosper.

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